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Christmas Computer and Video Games

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To: Warwickshire County Council

Department of Health

Petition against Dominic Wheadon

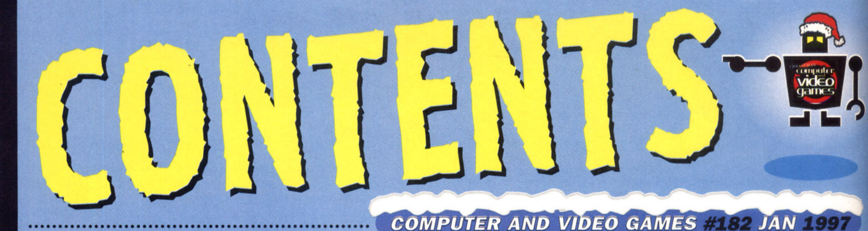
We, the undersigned, wish to submit an official complaint against Mr Dominic Wheadon of 13 Turret Grove, Coventry.

Despite repeated requests from residents Mr Wheadon refuses to remove the 25ft hardboard Venus Fly Trap, pig and palm tree from his garden. The said monstrosities attract hordes of undesirable tourists to the street and causes frequent disruption in an otherwise quiet, respectable area.

Mr Wheadon also refuses to remove the skunks, turtles and bandicoots which continually escape from his garden and foul the footpaths and grass verges.

Lastly we would demand that Mr Wheadon be restrained from playacting scenes from "Crash Bandicoot", the PlayStation video game in his garden, as he creates noise and disturbance all night long, lowering the tone of the neighbourhood.

Name	Address
Gillian Sparkling-Brown	17 Turret Grove
David Sparkling-Brown	"
Mr. Joseph Brenham	"
Professor C. Hobsbaum	3 St. John's Way
Mrs. J. Hobsbaum	14 Carnegie House, Inglewood Rd.
Mrs. W. Collins	14 Carnegie Hse. Inglewood Rd.
Mr. G.C. Collins	26 Chester Close.
Braveton Cobb	26 Chester Close.
George Hely Rayner	4 Plympton Ave
JUDGE A. HIGGINS	40 Inglewood Road.
	32 TURRET GROVE.



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COMPUTER AND VIDEO GAMES #182 JAN 1997

TIS THE SEASON TO BE JOLLY

LOOK WHAT SANTA HAS GOT FOR YOU!!

CHRISTMAS



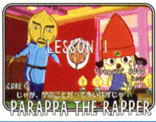
CVG'S ESSENTIAL CHRISTMAS BUYER'S GUIDE

WE WANT YOU TO ENJOY CHRISTMAS EVERY BIT AS MUCH AS US. ONLY WAY TO DO THAT IS TO GET WHAT YOU WANT, RIGHT? WE POINT YOU IN SEVERAL OF THE RIGHT DIRECTIONS.

FEATURE

PLAYSTATION EXPO 1996

OUR MAN IN JAPAN REPORTS ON THE LATEST BATCH OF ESSENTIAL PLAYSTATION GAMES FROM SOME OF THE WORLD'S MAJOR DEVELOPERS – INCLUDING THE AWESOME NAMCO LINE-UP!



PARAPPA THE RAPPER


TIME CRISIS



SOUL BLADE



RAGE RACER

FEATURE

NINTENDO 64: FAMICOM SPACE WORLD 1996

ANOTHER MAJOR EVENT IN THE CVG CALENDAR, INVOLVING ALL THINGS NINTENDO. INCLUDES FIRST REPORT ON THE 64 DD, AND NEW GAMES SUCH AS *ZELDA 64*, AND *YOSHI'S ISLAND 64*!


ZELDA 64


YOSHI'S ISLAND

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TIS THE SEASON TO BE JOLLY

FREE GIFT



THE COMPLETE HISTORY OF COMPUTER AND VIDEO GAMES BOOK

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COMPUTER CABIN!

6 PAGE TIPS SECTION



SFA2 Players guide

ALLOW **ED LOMAS** TO RUIN YOUR MIND, WITH A LOAD OF WEIRD SECRET THINGS ABOUT GAMES. BECOME THE BEST PLAYER IN YOUR COUNTY AT **STREET FIGHTER ALPHA 2** WITH OUR **EXPERT PLAYER GUIDE.** OH, AND IT'S CHRISTMAS OKAY, SO NO LAUGHING AT THE **DRAWINS WOT YOU DUN**!

ARCADE

P92 **X-MEN VS STREETFIGHTER**

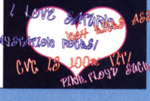
IT'S OUT THERE! SO IT HELPS TO KNOW ALL ABOUT THE GAME BEFORE MAKING A FOOL OF YOURSELF IN PUBLIC!



FREEPLAY FAN

PF6 **BAH HUMBUG! SPECIAL**

MERRY CHRISTMAS... OR IS IT? YES, OF COURSE IT IS, BUT YOU WOULDN'T THINK SO READING THIS LOT!



REGULARS



FEATURE



P98 **CHRISTMAS QUAKE**

THIS IS ED'S SPECIAL GIFT TO YOU THIS YULETIDE.

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EASY REFERENCE TO EVERY GAME IN CVG.

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Computer and Video Games uses DOLBY SURROUND to Sing-Along-A-Christmas with Max!

CHRISTMAS COMPUTER AND VIDEO GAMES

What a year! Hard to believe that it has been over six months since we changed CVG for the better. But time flies, it's true, only when you're having fun. And we have been having fun that's for sure – with some very late nights too!

From the May issue there has been a massively positive response to the way CVG is presented. Occasionally we hear from somebody who doesn't like our rating system, or suspects us of being biased for or against a system or company. On the whole, though, you seem to love what we do. And that's only fair considering CVG has the most knowledgeable, trustworthy, and talented team in the business! Of course that's just my opinion...

Anyway. As of next year CVG is planned to get much better. Bigger? Perhaps. But certainly greater value for money. Alex Huhtala joins us this issue, and has brought with him some fine ideas for how the magazine can become more exciting than it already is. He may have a job here, but he's not the only one with a clue. The best suggestions often come from readers such as yourself. There has already been some feedback to the question of how much music should be featured, so look for some changes there. But we expect you may find other areas could be tailored better to make CVG more interesting. Christmas is as good a time as any to get really into your games. If you have an idea for the magazine, jot it down and send it in. This is your magazine, remember!

That's it from me until 1997 (whey-hey!). Enjoy the FREE History of Computer and Video Games book – our gift to all ye faithful. I know that Paul Glancey and David Kelsall worked way too hard on getting it just right.

Merry Christmas, and have a CVG New Year!
PAUL DAVIES

ANNIVERSARY T-SHIRT TEASE



Hey! There's still time to catch the last of our LIMITED EDITION Anniversary T-Shirts. So don't delay – order yesterday! Many thanks to our very own Micro Goblin, and his best mate Gruber for modelling them for us (!).



GET YOUR LIMITED EDITION CVG T-SHIRT!

Send a cheque or postal order for TWELVE POUNDS (made payable to EMAP Images Limited) to this address only COMPUTER AND VIDEO GAMES T-SHIRT OFFER, TOWER PUBLISHING, TOWER HOUSE, LATHKILL STREET, SOVEREIGN PARK, MARKET HARBOROUGH, LEICS. LE16 9EF. Do NOT, under any circumstances, send your money to our Editorial offices, because we cannot help you. And please allow 28 days for delivery.

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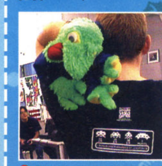
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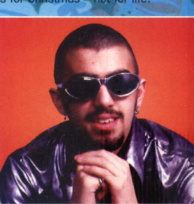
Look at that stupid puppet. Oh, it's Phil.



What a moronic breed of animal. Oh, it's Tom.

GOODBYE PHIL DAWSON

We love Phil. But we just couldn't keep him. Our office is in tatters. None of our consoles work properly. Tom is malfunctioning. Ed has the contents of Phil's pants forever burned onto his retina (which gets in the way of important tips), and Paul... Paul can't carry on writing this because he's just too upset. Just remember kids, a Dawson is for Christmas – not for life.



In case you want to follow Phil's happy trails, he's gone to work on Mean Machines Sega and Nintendo Magazine System. He goes by the name of Cosmic Cracker. Everyone knows that – even Tom Moloney, Executive Publishing Director of EMAP Consumer Magazines. Good luck Phil. And Merry Christmas.

OUT OF THIS WORLD COMPETITION COME ON!

Our regular readers already know about the unbelievable Planet Distribution competition we ran last month. Everyone else missed the opportunity to win either a Saturn, PlayStation, or N64 together with that system's best game. Second prize is the game of your choice for the system you already own. Best of all we arranged 10 000 runners up! If this sounds like the best competition ever, make sure you get hold of last month's issue of CVG, which includes the entry form, and a special separate address sheet. Back issues are available from Tower Publishing, on this number: 01858 468888. You may also want to give Planet a call, as they have recently started a new mail order service under the name Planet Direct, available on this number: 0171 537 9501.





CVG RATING SYSTEM

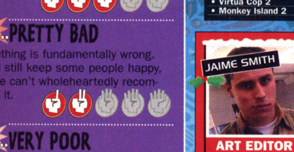
5... EXCELLENT

Makes the hairs on the back of your neck stand on end! Whenever the High Five is lit, you know this game is essential.

HIGH FIVE!

4... VERY GOOD

Outstanding quality. Only minor limitations prevent this from being an all-round 'must have' Among the best money can buy.



3... GOOD

These games are either well produced examples of common concepts, or slightly flawed workings of originality.

2... PRETTY BAD

Something is fundamentally wrong. Could still keep some people happy, but we can't wholeheartedly recommend it.

1... VERY POOR

We're depressed by it. The company responsible are embarrassed by it. And you should try to forget about it!

PAUL DAVIES

EDITOR

CURRENT FAV GAMES:
- Christmas NiGHTS
- Tetris Attack (GB)
- Suikoden
- Star Gladiator
- Virtua Fighter 2
- Wave Race 64

Paul isn't so much in evidence this issue because he has been spending all his time with the incredible free book. This involved getting to know David Kelsall (aka the Micro Goblin) a lot better, as there have been some late nights and... well you don't really want to know. Or maybe you do: Dave is a curious chap. He'd rather scan through old issues of CVG at 4:00 am, to find some obscure picture of Arkanoid, than go to bed. After that it's songs and jokes to shame any Rugby player, then scouring the internet for dodgy pictures of... more old games!

TOM GUISE

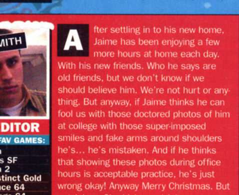


DEP EDITOR

CURRENT FAV GAMES:
- Virtual On
- Mario 64
- Quake
- NiGHTS
- Virtua Cop 2
- Fighting Vipers

If you're reading this before Christmas Tom did well. Much later than that, and it's pretty much assured Tom will be appearing Live In Concert on a doorstep near you over the festive season, presenting a selection of Christmas Carols to warm your heart. If he's good enough, please slip him a few coppers. Of course it may be wrong to look on the downside, for if this issue of CVG you're holding is by far the best value for money you've had in a long while (whatever your interests), Tom is in line for a big pat on the back – "Mushroom Head" sticker in hand.

ED LOMAS



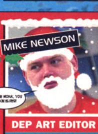
OLD

SENIOR WRITER

CURRENT FAV GAMES:
- Christmas Quake
- Virtua Fighter 3
- Christmas NiGHTS
- SF Zero 2
- Virtua Cop 2
- Monkey Island 2

Lomestein has been on the telly recently. You may have seen him. So we've had to put up with a 'personality' in the office as a consequence of this new found fame. Of course we still love him, but it's changed to a 'posters on the bedroom wall' kind of way. It's thrilling to even ask him to write down his order for the sandwich shop. We could just remember, it's true, but then we wouldn't have another example of his handwriting to examine for every last detail. He tends to write more neatly for his favourite person, which changes from day to day.

ALEX HUHTALA



NEW

STAFF WRITER

CURRENT FAV GAMES:
- Christmas NiGHTS
- Tomb Raider
- X-Men Vs SF
- Perfecting the 'Kelsall Fonz click'
- Simpsons CS

The new CVG Staff Writer! Bet you're all dead jealous! And we are too, because Alex is now the last member of the team who has nothing else to worry about except playing games all day, then writing about them. So he has time on his hands (but not much) to think of strange secret personas which he would like us to believe are all true. At the moment he's a quiet, cool, helpful character with an air of Frank Sinatra about him. But we are told, by Alex, that he will soon transform into a loud-mouth pain in the ass, with an air of Phil Dawson about him. Oooh-noooo!

JAIME SMITH

ART EDITOR

CURRENT FAV GAMES:
- SF Alpha
- X-Men Vs SF
- SF Alpha 2
- Killer Instinct Gold
- Wave Race 64
- Pilot Wings 64

After settling in to his new home, Jaime has been enjoying a few more hours at home each day. With his new friends. Who he says are old friends, but we don't know if we should believe him. We're not hurt or anything. But anyway, if Jaime thinks he can fool us with those doctored photos of him at college with those super-imposed smiles and fake arms around shoulders he's... he's mistaken. And if he thinks that showing these photos during office hours is acceptable practice, he's just wrong okay! Anyway Merry Christmas. But not Jaime. Oh alright, and Jaime.

MIKE NEWSON

DEP ART EDITOR

CURRENT FAV GAMES:
- X-Men Vs SF
- Street Fighter Zero
- Wave Race 64
- Cool Boarders
- Quake
- Metal Slug

Mike just bought some new shoes – proper shoes, like the ones you get made to wear for parties. So we guess Mike must be up for a bit of swinging this Christmas, and doing his usual kindly job of picking fallen comrades off the dance floor. Just like he did with Tom at last month's Cream. But these shoes are also good for kicking, Mike tells us. So we guess Mike must be up for kicking some party balloons around too! That's the Christmas Spirit for you, people. And Mike is the living proof that such a thing exists, oh yes he is.

EDITORIAL



NINTENDO 64: FAMICOM SPACE WORLD 1996

22–25 NOVEMBER, MAKUHARI MESSE, JAPAN

Each year Nintendo hold a major show in Japan, exclusive to developers for their games systems. Space World '96 – the eighth annual Shoshinkai Software Exhibition – was chosen to unveil the 64 DD storage device, along with a first look at the games planned for it. Also there was a surprise announcement about another piece of hardware, the Jolt Pack, which fits into the controller to provide physical response to the on-screen action! So, exciting new additions to an already amazing system, which now seems to carry the cool of Sega with the chic of PlayStation.

CVG was invited to the Special Guest only day, where the major announcements for the event were made. We also visited on the subsequent days which were open to the general public. Here's our report, with more details to follow next issue.

NINTENDO 64 DD

It's real, it works, and Nintendo claim 64 DD "infinitely enhances the possibility of the game". There were four of these up and running, for the most part with a novelty piece of software running on it: A cube rotated on the screen, and as people entered the arena they had a digital photo of their face taken by a couple of girls. This image was later downloaded onto the rewritable DD disc, then mapped onto the cube! But to prove 64 DD was capable of handling bonafide N64 games, Nintendo had a version of Mario 64 running.

Details of the unit's specifications were scarce, but we know that it 32Mb of the total 64Mb of internal RAM is rewritable. The intention is that games using the 64 DD will be mainly cartridge and disc combinations – the unit attaches to the N64 via the expansion connector, leaving the cartridge slot open. Loading speed is stated as 790K per second, compared to the 5000k per second of N64 cartridge transfer. As suspected, the Memory Expansion slot on top of the N64 will be used to boost RAM with a 2Mb 'Jumper Pak'.

64 DD SOFTWARE

ZELDA 64



BY: NINTENDO PUBLISHER: NINTENDO

Said to become the first DD game to use cartridge and disc at the same time. *Zelda 64* is still classed as work in progress – no set release date, or even month, as yet. What you see here then is shots taken from a rolling demo displayed at Shoshinkai. The central character, Link, is placed in a real time 3D setting and appears to have the same freedom of movement as Mario in Mario 64. How Nintendo intend to differentiate the two games is yet to be specified, but expect the usual: Warps to traverse vast areas of land, complex puzzles in atmospheric dungeons, and lots of cool battles against tricky bosses.







Skeletons are known for being tough customers in the Zelda series.



MOTHER 3

BY: HAL LABORATORY
PUBLISHER: NINTENDO

Continuation of the too-funky RPG series from Hal Laboratory. *Mother 2*, for the Super Famicom, was released in the USA as *Earthbound*, but unfortunately didn't make it here – Nintendo UK preferred Secret of Evermore. Hopefully THE Games will have more sense next year. Unfortunately all there is to show at the moment is the attract sequence and one travelling shot.







NINTENDO JOLT PACK

Get ready for a series of custom controller packs for the N64, to include the Laser Gun promised last year. This series is headed by the Jolt Pack – a vibrating unit which simulates the shock of explosions and crashes in action games. Sounds a bit stupid, but works surprisingly well. In any case it's original.



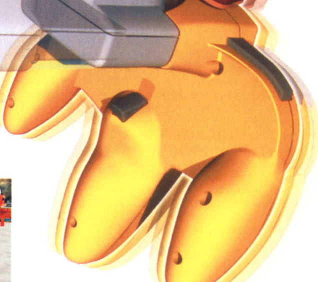
A tiny coil causes the Jolt Pack to vibrate.

STAR FOX

BY: NINTENDO
PUBLISHER: NINTENDO

This games looks so amazing, and is so fantastic to play, we wonder if there's any point looking forward to the Special Edition Star Wars films after all. Read about Fox McCloud and his chums, starting on page 96.





BLAST DOZER

BY: RARE PUBLISHER: NINTENDO

A mass of explosions like you wouldn't believe! Alternate between three types of robot, and five varieties of bulldozer as you attempt to clear a path for a trailer carrying a nuclear bomb. Destroy as many buildings as possible – that's the rule!









NEWS

[JUNGLE KINGS IN IMAGINARY SPACE]

The first major announcement of the day was a joint production between Nintendo Co Ltd and Tezuka Production Co Ltd. A game based on the late Osamu Tezuka's famous (in Japan) cartoon "The Great Emperor of Jungle". This is the one which The Walt Disney Company were accused of 'ripping off' for their film The Lion King. *The Great Emperor of Jungle* is destined for a 128 Meg cartridge, and ready for Spring 1998. It is described as a "new generation real adventure game".
Of course Nintendo have their best man on the job, Shigeru Miyamoto, who is to produce the game under the supervision of Makato Tezuka, Director of Tezuka Production. There have been Famicom (NES) and Super Famicom (Super NES) games based on Osamu Tezuka's work before – eg *Atom Boy* – but this is the first time Tezuka Production have directly overseen the work.



On Nintendo's part, their role is to develop the game and sound program and provide the necessary technical support. Tezuka Production are responsible for all the graphic design, along with the music and sound effects. But the two companies together will handle the planning of the game, its scenario, and the game system.
In many respects this game means a lot more to the Japanese than its Disney equivalent in the western hemisphere. Certainly it means a lot to the key people involved.

"This is a fun and entertaining game without loosing the magnificent vision and sincerity of the original story. We would like to make a new world full of adventure and thoughtfulness in the brutal game world of shooting and fighting."
Mr Makato Tezuka, Director of Tezuka Production Co Ltd

"30 years have been since I dreamed of becoming a comic artist influenced by Mr Osamu Tezuka's comic. The strong will of "making an exciting adventure world for children" and "making a genuine game without rushing" has become true as a shape for this production plan. Please look forward to the new Tezuka world made by the original Osamu Tezuka's world which raised our generation and by the imaginary space Nintendo creates"
Mr Shigeru Miyamoto, General Manager, EAD Nintendo Co Ltd

This may seem like a lot of words dedicated to a game that has only just started production, but it is very important to Nintendo and N64 in Japan. Perhaps even to video games in general.

["64 CONTINUES TO EVOLVE"]

The second major event of day one was a conference on the future of Nintendo 64, attended by Shigeru Miyamoto and other Nintendo officials. Once again the point about Mario 64 only using 60% of N64's possibilities was made. The main message being that "64 continues to evolve", based on the Nintendo policy of "long term vision". This theory of evolution was symbolised by the 64 DD and custom controller packs.

A NEW HOPE...

Excepting *Mario Kart 64*, every other N64 game Nintendo hoped to release before Christmas – *Star Wars: SOTE*, *F-Zero 64*, *Yoshi's Island 64*, etc – has been held back. Which puts us right back in the familiar position of waiting avidly for title such as these, the pick of the crop:

J-LEAGUE PERFECT STRIKER

BY: KONAMI PUBLISHER: KONAMI

Another game which doesn't shine as much from the screen-shots as it does when seeing it in action. The 3D environment is very convincing, and everything runs so smoothly. Sounds great too. And with the 3D stick in control, could be the best ever.





GO GO TROUBLE MAKERS

BY: TREASURE PUBLISHER: ENIX

Yes! Yes! Yes! Treasure – the genius team behind *Gunstar Heroes*, *Dynamite Heddy*, and *Guardian Heroes* – are developing a cool new game for N64! Early impressions are of a fast-action platform-shoot 'em up in the Treasure tradition.









KIRBY'S AIR RIDE

BY: HAL LABORATORY
PUBLISHER: NINTENDO

Characteristically bright, and cheerful. This game was unavailable for play at the show, but a running demo promises a new sensation for players early next year. We've flown, and jet skiid with N64. Now prepare to float on air.





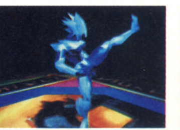


DUAL HEROES

BY: HUDSON SOFT
PUBLISHER: HUDSON

Most significant about Hudson's game is that it is the first fighting game to use analogue control – used to affect the height and trajectory of each attack. This should make for some amazing moves, so long as it doesn't become too complex.







YOSHI'S ISLAND 64

BY: NINTENDO
PUBLISHER: NINTENDO

It might look like *Rayman*, but believe us this game is 10x more fantastic. Practically everything on screen is animated, giving the impression of a living environment. From what we can tell the gameplay looks inventive as only EAD know how.

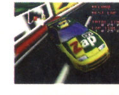




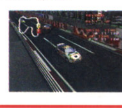
REV LIMIT

BY: SETA PUBLISHER: SETA

The sooner we all get to race this thing the better – latest date released is February '97, by the way. Variable weather conditions, time of day, and a cool selection of cars show lots of promise. Only thing that's missing is a sensation of speed.









OVERALL VIEW

Nintendo's N64 front-line is looking very strong. However there were some subtle disappointments. Generally the release dates for all games aren't set, and we're looking at Spring '97 at the earliest for all the best ones. Plus we were a little upset not to see Namco present anything – not even for Super Famicom. Evidently their sports title and RPG are so far away that there is nothing worth showing just yet. Still, we expect *Mario Kart 64* will keep every single N64 owner utterly contented for quite a few months at least. Updates, and obscure observations, to follow next month.



SORRY – NO STREET FIGHTER 3!



Due to restricted deadlines CVG has been unable to present information on Street Fighter 3 this issue. Unfortunately the cover is sent to the printers one week before final deadline. We expected to receive the materials. We didn't.



NEWS



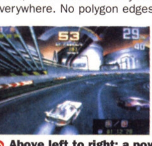
[AM2'S AWESOME MODEL 3 RACE GAME REVEALED!]



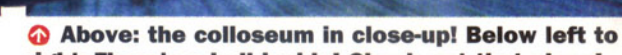
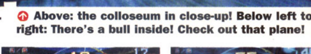
Are you okay? Paintwork-shredding action. If the body crumples, it's gonna be a true Daytona sequel!

SUPERCARS!!

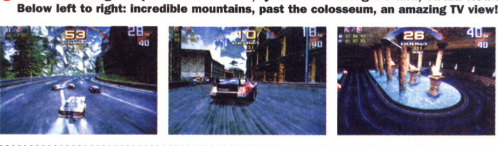
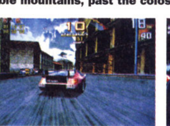
Even with all the incredible games appearing this issue, AM2 still manage to blow our minds away with these first pictures of their next incredible arcade project – the proper sequel to *Virtua Racing* and *Daytona USA*! Not much is known about the game (currently under the working name of *Supercars*). However, the team working on it are definitely the same staff from AM2 who worked on the original arcade *Daytona USA*, including the producer Mr Nagoshi. Based on an actual race, the International GT Endurace Race, the game features four real car-types –the Ferrari F40, Maclaren F1, Porsche 91-GT2 and the Dodge Viper (seen in the screenshots here). Its Model 3 power is obvious from these shots, with massive totally-realistic scenery everywhere. No polygon edges in sight! Full cityscapes, sky-reaching mountains and huge jets fill the trademark busy courses of AM2. How it plays is not toally clear, but AM2 driving fans should be able to spot the clues. These pictures show cars power-drift battling around a wide corner. Other scenes show it scrapping off walls, with sparks spraying everywhere. The on-screen indicators also match *Daytona*'s very closely. We know the game will have a moving cabinet too. Such a ground-breakingly specatacular game can't be ignored, so expect everything released on this game to be covered in our next issue.


Above left to right: a power-drift contest, tyres marks during a U-turn, Virtua view 1. Below left to right: incredible mountains, past the colosseum, an amazing TV view!

Above: the colloseum in close-up! Below left to right: There's a bull inside! Check out that plane!






PLAYSTATION ANALOGUE PAD!

Following the success Nintendo and Sega's analogue controllers, Sony were bound to follow. Intent on not just copying their rivals. Sony's controller features two analogue D-pads, similar to the Saturn version's. Which games are going use it are unclear, but this set-up is surely the most versatile. Imagine playing a *Virtual On*-style game using it!

LATEST ON *TEKKEN 3*

We were hoping to bring you first pictures of this incredible *VF3* challenger, but they failed to arrive in time for this issue. So instead we've got latest news on the game's development. More specifically about the motion-capture process. These pictures are of the martial arts experts performing the new *Tekken 3* moves. They specialise in Gokei (5 Pattern) Fist, Yoi Sen (intoxicated Hermit) Fist, Taka-tsume Honshi (Hawk Claw Playful) Fist, Tsuhai (back-piercing) Fist and Keii (Fixed Mind) Fist. If you understand what that means, maybe you have some clue to the new characters in the game. That move on the right looks familiar...




LAST BRONX ON SATURN!

AM3's urban-based beat 'em up is proving extremely popular among more hardcore arcade gamers, so its no surprise to find it coming to Saturn. Early development has already begun on *Last Bronx* and here's a first screenshot to prove it. Tommy is so far the only character to so be revealed. Nonetheless, if previous AM3 conversions are anything to go by (see *Virtual On* on page 86 for example), we can expect an amazing conversion. More next month!



NiGHTS ON WHITE SATURN!

Last month we told you of Sonic Team's excellent festive giveaway – *Christmas NiGHTS*. This month we can reveal exactly how Sega's official deal works. From the 6th December, anyone buying a Saturn or TWO of Sega's major Christmas titles (*NiGHTS, Fighting Vipers, Worldwide Soccer, Virtua Cop 2, Daytona CCE*) can claim a copy. Sega have stated though that retailers are free to change the deal slightly, ie. you may be able to buy two different games if you ask. But you're gonna have to ask your retailer about it(some may not even be doing the deal!). Anyway, here's a picture of the Japanese Flash Saturn *Christmas NiGHTS* pack, to justify the above heading.







know the score

Taking L.S.D. can make you panic and even lead to a permanent change of personality.

The effects of an L.S.D. trip can last for up to 12 hours and that's going to make it difficult avoiding your parents. It could also be a complete nightmare if it's a bad trip. Once the trip has started, it can't be stopped.

You can get flashbacks. These can happen at any time, and even if the original trip was O.K. the flashback could be a nightmare.

Take L.S.D. and you could start seeing things that you don't want to see.

The strengths of trips can vary a lot. There's no way of knowing how much you're taking or what effect it'll have.

Taking L.S.D. could make you feel sick and throw up. This can be really frightening when you're tripping.

national drugs hel?line
0800 77 66 00

If you'd like more information about drugs or just a talk, give us a call free and in total confidence.

I t's Christmas again. Do you think it's been as successful as before? Did the advertising campaigns for games make you want to rush out and throw money at the companies? What do you think is going to be the biggest thing of 1997? What do you think of the way games are shown on TV? Mailbag is the section of the magazine where we print your opinions on these subjects, and anything else to do with video games. And you don't need to write to the all-knowing CVG Hive Brain, you know – you can address your letters to whichever team member you want!

Please send your letters to:

MAIL BAG,
Computer and Video Games,
Priory Court,
30-32 Farringdon Lane,
London, EC1R 3AU.

And if you want, send us a Christmas card to the same address as well! We'll put our favourites on the office wall!



SPEAKETH THEE NOT MY LANGUAGE?

Dear CVG,
I love RPGs. Since those halcyon days when I first played such classics as *Phantasy Star II.* and *Sword of Vermilion*, through to *Shining Force* and *Ys* (on the NEC Turbo Duo), and now onto… *Shining Wisdom*.
I bought my Saturn for RPGs, simple as that.
And now what greets my eyes? *Shining Wisdom* – a poor *Zelda* derivative at best, providing limited enjoyment with its bland visuals and laughable 'secrets' (the best bit is turning into a giant monkey using a hidden orb!), *Mystaria* – good fun, but WAY too easy and far too shallow, or possibly *Story of Thor 2* – a ghastly combination of adventure, RPG, and hack em up styles.
So it was with great delight that I saw features in issue 180 on *Dark Saviour, Shining in the Holy Ark, Grandia*, etc. Which brings me to my two questions: Firstly, any more news on possible release dates? Secondly, in your FreePlay section, you recommend *Dark Saviour* in your Saturn import Top Five. Does this mean that the Japanese version has English text? Or do you mean an American import? Because it hardly seems a good idea to buy an RPG in a different language! Whatever the case, please could you enlighten me as to Japanese/ US/ UK compatibility (I have a UK Saturn) which games will work with my machine? Thanks for your help.
Chris Agar, Bath

CVG: When will the UK get used to the idea that RPGs, in their many guises, account for some of the coolest gaming experiences ever?! The reason we recommended *Dark Saviour*, Chris, is that it requires very little knowledge of Japanese to play through as it is very much action-orientated. But, yes, all the presentation is in Japanese. As for compatibility between machines, unless you get some kind of adaptor, or have a special switch fitted, your Saturn will only run games intended for its country of origin.

HELLO I'M NICKLEBOB!

Dear CVG,
I've got an excellent new idea for a name for your Mail Bag. How about "Nicklebob's Stronghold!". I call it this because of the little guy sitting next to all of the replies to letters. How about calling him Nicklebob! If this excellent idea wins, the game I would like you to send me is *Virtua Fighter PC Remix*. Thanks.





CVG: Bloo-dy Hell.

JUMPING THE FUN

Dear CVG,
In issue #180 all your readers were against the N64, so it's up to me to defend it. First of all these 32-bit games seem to be either 3D beat-'em ups (or else 2D), or driving games eg *VF 1&2, Fighting Vipers, Tekken 1&2, Daytona, Ridge Racer 1&2, Sega Rally*, etc. I am sick to death of these coin-op conversions because there is little variation within the games mentioned above.
Now let's take a look at Nintendo's first games: *PilotWings* – a fun flight sim. *Mario 64* – the best game ever. And *Wave Race* – a racing game which is completely different to the racing games mentioned above, as is *Mario Kart 64*.
The future looks good with *Blastdozer* creating a new genre for itself, as well as *Shadows of the Empire*, a platform/ shoot'em up/ driving game.
Other bad points about these [32-bit] consoles include graphical faults, such as the blockiness that happens when a big sprite comes close (unlike Bowser), lack of split screen two-player games as well as those loading times which, when combined, ruin the game's quality and atmosphere. You know the N64 is the best by awarding *Mario* and *PilotWings* as being the best in their genres, and hopefully *Wave Race* as the best racer. Having briefly played it I wouldn't disagree!
I don't own an N64 yet, since it's not out in the UK, and I suspect last month's sad PS and Saturn owners haven't played one, but believe me, once it's been out in the UK for a couple of weeks I expect a lot of Saturn/ PS "For Sale" ads will start appearing in your mag.
Andrew Spiretos, Leeds

Andrew Spiretos says *Wave Race* is the best. Wrong!

CVG: We're as cheesed off as you, Andrew, about the endless derivative titles being released on the 32-bit systems. But, strangely enough, we always seem to enjoy them – as do most people buying it seems. Hate to rain on your parade too much, but *Wipeout 2097* on PlayStation is a much better game all round than *Wave Race 64*. And N64 might have *Mario 64*, but it has nothing to touch *VF2* yet to keep players at the machine for longer than a couple of months. *Mario Kart 64* on the other hand…





WOTTSA MATTA MATSUSHITA?

Dear CVG,
If, as rumoured, Matsushita decide on the upgrade for 3DO M1, surely they must offer some sort of large trade-in discount for present owners. Also, the chances to sell 3DO M1 as a quality budget system were huge, all that was needed were a few top PC conversions, ie *F1GP2, Duke Nukem*, etc. A £100-150 machine with just a couple of quality games would, even at this eleventh hour, sell millions, and these people would be the first adopters of M2. I believe Matsushita are still thinking of an upgrade for M1, yet they have completely abandoned original owners and lost potentially millions more by not pursuing the simple strategy outlined above. CVG should ask them what, if anything, they think of their original customers, any upgrade strategy for these customers, the likely date of M2's arrival in the UK, and what software (if any) for M1 until the arrival of M2.
John Mara, address not supplied

CVG: This letter is like a voice from beyond the grave. Matsushita are keeping quiet about M2, but it's highly unlikely that it will be made available as an 'add-on' for existing 3DOs. The M2 hardware is so radically different, the only use a 3DO would have is providing a CD-ROM drive! There's no hope of finding any new software either.





SONIC IS MY PAL!

Dear CVG,
After reading the reviewers comment of the *Crash Bandicoot* review, I thought that Tom Guise had lost his mind. He had the nerve to insult my hero: Sonic the Hedgehog! Let me refresh your memory:

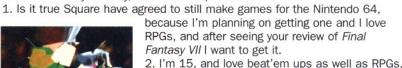
"In many ways *Crash* is exactly what *Sonic* would be if he were on PlayStation. Graphically superb, technically perfect and surgically challenging, but not so cuddly to play. Flawless, but perhaps a bit charmless too."

I felt sad, really sad. How could he say that *Sonic* is charmless and not so cuddly? After all *Sonic the Hedgehog* IS the most charming and cuddly games character in existence! It took me two long days before I saw the light:

"What *Sonic* would be if he were on PlayStation."

But *Sonic* isn't on PlayStation! *Sonic* will be on Saturn: graphically superb, technically perfect, surgically challenging, AND cuddly to play. Flawless, and charming too!

Tom Guise is a very smart guy indeed!
Gerard Blom, Sas van Gent


TOM: That's exactly what I meant! I'm a big *Sonic* fan too. And while *Crash* is a very well crafted platformer, it lacks that feel-good brilliance that makes all *Sonic*'s Megadrive games all-time awesome classics. Fingers-crossed Saturn *Sonic* will follow suit, in the same excellent way *NiGHTS* has. And yes you're correct, I am a very smart guy!

STAR★LETTER

60 FUNS PER SECOND

Dear CVG,
Having made the leap to 32-bit technology eleven months ago I must say I am staggered by the entertainment value I get from my machine. I bought a Sega Saturn and I have no regrets about my purchase. Lots of rubbish is printed about polygons per second, frames per second, transparency effects, 2D power and so on – but not so much is said about entertainment value. Sure it helps if a game looks and sounds great, but if it plays like a total dog who wants to know?
Kevin Robson, Drayton


CVG: That's the spirit!

FIFTEEN-YEAR OLD FIGHT FANATIC

Dear CVG,
Can I just say that your magazine is the best available anywhere. I have a collection of absolutely all different types of computer magazines, but they are all old issues because the only mag I buy now is CVG. Keep up the brilliant work. By the way, I have a few questions:





1. Is it true Square have agreed to still make games for the Nintendo 64, because I'm planning on getting one and I love RPGs, and after seeing your review of *Final Fantasy VII* I want to get it.
2. I'm 15, and love beat'em ups as well as RPGs, but I'm also considering getting a PlayStation (considering cool games like *Street Fighter Alpha 2* are on it). Which, in your opinion, is best – N64 or PS.
3. Will any *Street Fighter* games like *SFA2* be coming out on the N64.
4. Will *Zelda 64* be one of the games released in the UK on March 1997 with the N64?
Ben Braine, Chelmsford

CVG: For the time being, the PlayStation is Ben Braine's best option. Capcom have said nothing about any *Street Fighter* games on N64, and we seriously doubt *Zelda 64* will appear before March in Japan, let alone the UK.

FUNNY YOU SHOULD ASK

Dear CVG,
I've been reading your magazine for a few months now and I think it's more interesting and much easier to read than the other computer magazine I used to read. Anyway I wonder if you can help me? My brother and I are thinking of getting a new console but we are not sure if we should get a PlayStation, Saturn, or N64. I wonder if you could send us some information about these consoles. For example: which is the best console? Which console has better games, and which will probably stay in fashion the longest, and which console will make better games in the future. I hope you can help us with this problem.
Lewis Farr, Mid Glamorgan

CVG: Well, for that kind of information you need only read pages 18-22 where you can decide for yourself.



PLAYING FAIR

Dear CVG,
First of all I'd just like to say that I've been reading your magazine now for the past four months, and I absolutely love it! I'm also chuffed about the price. As if the mag wasn't already great, you go and put this section up so great people like me can put forward their views on the computer world, and not have petty quarrels on which system is the greatest. Anyway I'll get straight to the point: I thoroughly agree with what Timothy Andrews of Essex said last month about the N64. This is my story: About seven months ago I sold my SNES which I'd had for about four years, in the hope of getting together some cash for the N64. In late August though, I'd learnt about the long delay for the N64's release in Europe. I had waited for too long for this to happen and soon decided that I would buy either a PlayStation or a Saturn, given that they were: 1) Out now, 2) reduced to a substantial price, and 3) cheaper games. In the end I decided to buy a PlayStation and so far I have been very happy with it. And that is my point: No matter how powerful the N64 will be, people aren't gonna wait forever. People want something now, they want something cheap, and they want something which won't mess them about.
Robert Bailey, Manchester

CVG: However long you have to wait, N64 is worth it. However it's also true that Saturn and PlayStation are supported by some of the best games ever created. The staff here wouldn't exchange their machines for anything else. We reckon 1997 could be a pretty quiet year for Nintendo, as a lot of UK players finally succumb to the lure of *VF2*, *Tekken 2*, and many other class acts already available.

MONKEE-EE!!!

Dear CVG,
I was browsing through the editorial of issue #180 of your excellent magazine when I noticed that Tom, Phil, and Mike all had Monkey as one of their favourite TV shows. I thought I was the only one. I do hope you are referring to the 60's Japanese live action series, currently showing on Bravo (cable channel) every week night at 7 O' Clock. I told my friends to watch it and they all came back the following day saying it was crap because of the naff special effects and dubbing. To which I replied that it is a sixties series which explains why the effects are not state-of-the-art and it was originally Japanese, and if it was dubbed no one in this country (apart from those who speak Japanese) wouldn't understand it, duh! They just don't appreciate the excellent storyline and humour. That's why I think you should dedicate at least a page to Monkey to try and persuade people to its brilliance, especially the fight scenes. Thanks for your time. I'm now off to watch the exploits of Pigsy, Sandy, and of course Monkey.
Luke Dennett, Bristol

CVG: If we get any more requests, maybe we will. Same goes for The Water Margin, aka *Suikoden*, which is based on the same legend as Konami's game.

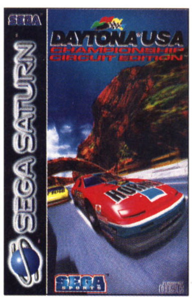
You'll get a kick, a slap, a boot, a crash out of these games at Woolworths.

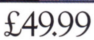






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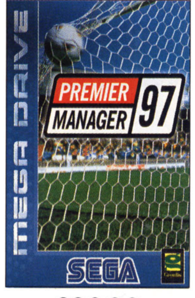
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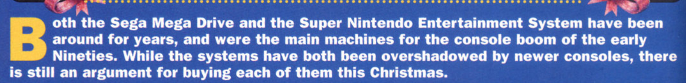
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CVG'S ESSENTIAL CHRISTMAS BUYERS GUIDE

I'M GONNA NICK ALL THE KIDS' CONSOLES AN' SELL 'EM IN FREEPLAY! HO HO HO!

It's Christmas. The time of year when everyone gathers round the Christmas tree and plays video games. But if you're thinking of buying a new system this year, which one should it be? Do you go for the unrivalled brilliance of the key Saturn titles; the consistently exceptional standard of PlayStation games; the promise of monumental titles on Nintendo 64; the exciting evolution of the PC; or cheap, fail-safe 16-bit systems boasting a range of recognised classics? We are only here to help you, and that's exactly what the "Essential Christmas Buyer's Guide" is for. And a Merry Christmas to you, everyone!





16-BIT SYSTEMS

Both the Sega Mega Drive and the Super Nintendo Entertainment System have been around for years, and were the main machines for the console boom of the early Nineties. While the systems have both been overshadowed by newer consoles, there is still an argument for buying each of them this Christmas.

WHY SHOULD I GET ONE NOW?

This is really going to be the last Christmas that it'll be worth getting a 16-bit system, as new releases have slowed right down over the last year, and it seems as though they'll stop completely soon. There are still a few big games coming – *Street Fighter Alpha 2* on SNES, and *Virtua Fighter 2* on Mega Drive – but not enough to make one of these machines your first system. Instead, this Christmas should be treated as a chance to buy up loads of classic games for bargain prices. Put it this way: if you haven't got both of these systems already, get them as soon as possible.



UNIQUE BECAUSE...

1. **A massive back-catalogue of excellent games, including many classics, like the *Sonic* and *Mario* series.**
2. **The systems are very cheap nowadays, with shops selling systems at cut prices, with lots of second-hand deals.**
3. **There are already hundreds of games available. These aren't machines which will have 3 games, then fade away.**



It's-a him, Mario! Possibly the most important video game character ever created! Where would we be without him!

SUPER MARIO SERIES



Super Mario World is the best platform game money can buy. 96 of the cleverest levels you'll ever come across with the magical touch of Shigeru Miyamoto make this one of the most enjoyable and long-lasting gaming experiences ever. The game and SNES for £50!

SONIC THE HEDGEHOG SERIES



Sonics 1, 2, 3, plus *Sonic & Knuckles*. All of them are brilliant fun, cleverly designed, and long-lasting. *Sonic the Hedgehog* is also one of the main reasons for the popularity of video games.

LEGEND OF ZELDA



Another classic SNES game, *Zelda* is one of the biggest, most entertaining and challenging RPGs around. There have been many clones and copies, but none to top it – maybe *Zelda 64* could be the first! And as with most 16-bit games now, it's super-cheap!

GUNSTAR HEROES



This showed the true power of the Mega Drive, with amazing graphical effects to rival the SNES's custom chips! It's also one of the most action-packed games you'll find anywhere – non-stop shooting, running, screaming, flying, racing, and everything you can imagine!

PC CD-ROM

The PC has been around for as long as video games have. As the PC is forever being upgraded and redesigned, it's never going to be out-of-date. At the moment, it's leading the way in terms of strategy and 3D action games like *Quake* and *Duke Nukem 3D*.

WHY SHOULD I GET ONE NOW?

One good reason for getting a PC now is that there are literally hundreds of classic old games available for ridiculously low prices – *Monkey Island 1&2* for under £15, for example! While the PC is often seen as the machine for strategy games and simulations, it's got the best "corridor" games like *Duke Nukem 3D* and *Quake*, and is getting conversions of the best Saturn and PlayStation titles. Also, RAM is pretty cheap at the moment, and it's hard to tell whether the price will increase or decrease in the future.

UNIQUE BECAUSE...

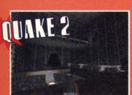
1. **The PC itself isn't just a games machine, unlike the consoles. Most importantly, it can be used to get on the internet where upgrades are released, and games can be played against 15 other people at the same time. It's the future of gaming.**

2. **Games are generally released for £10 less than most console CDs, and are often packaged together and sold in a budget range. There are lots of classic games available for under £10.**

3. **The PC itself and many of the games are upgradable, with data disks often published a few months after a game's release. This means that you don't need to buy a whole new game every time.**

WHAT DOES THE FUTURE HOLD?

It's often worth waiting as long as you possibly can before buying a PC, as they are very expensive and drop in price quickly. In terms of games, the *Quake* phenomenon is going to continue, with more free upgrades on the internet and *Quake 2* to released next year! Also, *Populous 3, MDK*, and the "real" *Command & Conquer 2* are on the way! And with the advent of 56k ultra-fast modems, internet gaming is really going to be the future.





Quake 2 and Hexen 2 are gonna be BIG!





THE PC'S HIGHEST FIVE!

QUAKE

Definitely one of the best games ever. A fantastic graphics engine allows the game to look amazing, as well as be customised by players with little trouble. In multi-player mode there's nothing to touch *Quake*, as you can have 16-player DeathMatches over the internet, and even choose what you look like and edit the way the game is played! With an ever-changing game like this, you'll never get bored.
Reviewed in CVG #179



DUKE NUKEM 3D

The next best thing to *Quake*, which some say is even better in one-player mode! Extra-smooth and fast gameplay with excellent weapons and cleverly designed levels make this lots of fun to play with any number of players. There's also a brilliantly tacky sense of humour and lots of references to other games and films while you're playing! Excellent!
Reviewed in CVG #176



COMMAND & CONQUER

Command & Conquer (plus the add-on disk *Covert Operations*, and the pseudo sequel *Red Alert*) is the best war strategy game on the PC. At times it's a complex "God game", and at others it's a hectic war game involving shooting loads of people at once while keeping an eye on everything else that's going on at the same time! With an excellent multi-player mode as well, this is a classic game!
Reviewed in CVG #167



SYNDICATE WARS

Like *Command & Conquer, Syndicate Wars* is an excellent blend of action and strategy, only this time it's in full 3D! Control of your syndicate and take over the whole city with bombings, murders, robberies and all-out gang war! Excellent graphics and violent gameplay make this well worth the asking price!
Reviewed in CVG #179



FORMULA 1 GP 2

The first *Formula 1 GP* may not have looked all that amazing, but it was certainly an in-depth simulation. The sequel looks much better, and is even more detailed! You can customise every part of your car then compete in a full-length race, with all the right physics acting on your car, and everything! It also looks incredible at the highest resolution when running on a powerful machine!
Reviewed in CVG #177



SATURN





The Saturn was launched in Japan in November 1994, and in the UK in July 1995. It's Sega's latest system, following on from the massive success of the Mega Drive and the not-so-massive not-such-successes, the Mega-CD and 32X. A new-look machine has just been released in the UK with Japanese-style joypads which are far, far better than the horrible originals.

WHY SHOULD I GET ONE NOW?

At the moment, Sega's machine is seen as THE console to own for arcade conversions. Not only does it get all of Sega's coin-ops, but it's also got excellent translations of Capcom's 2D fighting games – *Street Fighter Alphas 1* and *2*, *Night Warriors*, and *X-Men: Children of the Atom* all demonstrate the Saturn's sprite-handling capabilities with top-class conversions. Also, there are now some brilliant sport games, with the recent *Worldwide Soccer '97* being claimed by many as the best football game ever! The Saturn's become a real "hardcore" gaming machine, partly because it takes someone who can appreciate a good game to look past the Saturn's occasionally rough graphics.

UNIQUE BECAUSE...

1. **An excellent selection of programming teams developing exclusively for Saturn, including Treasure, Sonic Team, Team Andromeda, Game Arts, and Quintet.**

2. **Conversions of Sega's biggest arcade machines by their excellent AM divisions, including the "*Virtua*" games, *Daytona USA*, *Sega Rally*, *Fighting Vipers*, and more.**

3. **It's Sega. The company has been around for years, and has an impressive history both in the arcades and in the home, having created excellent games and hardware since the beginning.**

WHAT DOES THE FUTURE HOLD?

There are already plenty of big games on the way for the Saturn which should be enough to make you consider getting the machine – *Virtua Fighter 3* (possibly with some sort of cartridge upgrade), *Marvel SuperHeroes*, *X-Men Vs Street Fighter*, *Quake*, *Duke Nukem 3D*, *Sonic Extreme* and plenty more. Also, the keyboard, disk drive, mouse and internet link will be available soon, enabling you to play the top games against other players from around the world. This means one thing in particular – internet *Quake* DeathMatches!





THE SATURN'S HIGHEST FIVE!

VIRTUA FIGHTER 2



Quite simply the best 3D fighting game around (other than the even more fantastic *Virtua Fighter 3* in the arcades). With fast, smooth gameplay, thousands of moves, detailed and interesting characters all running at 60 frames per second and at the Saturn's highest resolution, it's possibly the best console game available.
Reviewed in CVG issue #170

NIGHTS



As with many Saturn games, *NiGHTS* initially seems disappointing. But with every play it gets better, and is still going up in our estimations even now, six months after we first played it! Not only is there a fantastic atmosphere to the game, it's been perfectly worked out and created by the Sonic Team to make it one of the best games of all time! It's magical!
Reviewed in CVG issue #178

STREET FIGHTER ALPHA 2



This is undoubtedly the best of Capcom's *Street Fighter* series so far, mixing wonderful graphics with gameplay which has been refined over the last five years until it became the near-perfect beat-'em-up it is today. The Saturn version has all the features of the arcade, as well as new options and modes, and is the best home *Street Fighter* you can get.
Reviewed in CVG issue #181

SEGA RALLY



Sega Rally is massively popular in the arcades, and it's also the Saturn's best seller to date. All of the arcade features are included, with a hidden car and a split-screen 2-player mode added to increase the lastability. With speed and non-stop action like this, it's not surprising everyone loves it!
Reviewed in CVG issue #171

WORLDWIDE SOCCER



The best 32-bit football game around! Excellent 3D animation makes it look fantastic, but it's the control you have over the players that makes it such fun. Everyone can perform loads of different moves like overhead flicks, volleys, and bicycle kicks with practice, and before long everything becomes second nature. Excellent!
Reviewed in CVG issue #180

PLAYSTATION

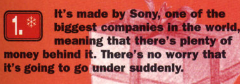
Released in Japan in December 1994, and in the UK in September 1995. The PlayStation is Sony's first attempt at video gaming, and has done brilliantly all around the world. The PlayStation 2 is now very eagerly awaited.



WHY SHOULD I GET ONE NOW?

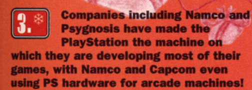
The PlayStation is definitely the most popular console around in the UK at the moment. A massively successful launch last September meant that lots were sold, and a "cool" image was created for the machine. The PlayStation is also brilliant at 3D games, with some amazing special effects possible on top – take a look at games like *WipeOut 2097* and *Tekken 2* for proof, if you need it! There are loads of games released all the time for the PS, and most of them are very good, meaning that there's nearly always a wide choice. Also, the games are often more instantly accessible than some of the more "hardcore" arcade games released on the Saturn.

UNIQUE BECAUSE...



1. It's made by Sony, one of the biggest companies in the world, meaning that there's plenty of money behind it. There's no worry that it's going to go under suddenly.

2. The machine itself is doing incredibly well in the UK, and is now taking the lead in terms of sales in Japan and the US. Because of this, it's guaranteed that companies will continue making games for the PlayStation for years to come.



3. Companies including Namco and Psygnosis have made the PlayStation the machine on which they are developing most of their games, with Namco and Capcom even using PS hardware for arcade machines!

WHAT DOES THE FUTURE HOLD?

In Japan, there's one major reason for the everyone buying a PlayStation – the forthcoming *Final Fantasy 7*! More big games are on their way in 1997, including Namco's *Time Crisis* and a new light gun, *Rage Racer*, *Contra*, *Micro Machines 3* and *Syndicate Wars*. The PlayStation promises to go from strength to strength, with sequels to the top games, and conversions of top PC and arcade games, so the machine's future certainly looks bright!





Namco are going to dominate 1997!





THE PLAYSTATION'S HIGHEST FIVE!

WIPEOUT 2097

Futuristic hover ship racing with weapons! *WipeOut 2097* is one of the best-looking and sounding games you can get at the moment, with incredible smooth, fast, and fancy graphics, plus music from The Prodigy, the Chemical Brothers, Future Sound of London, and more! Everything is better than it was in the first game, and it's one of the best things you can get right now.
Reviewed in CVG #180



RESIDENT EVIL

Another massive-seller for the PlayStation, *Resident Evil* is one of the most terrifying games you'll ever play! Trapped in a mansion with all sorts of disgusting zombies and monsters, you need to blow them away and solve puzzles to get out alive! Lots of gore and an excellent atmosphere make this essential!
Reviewed in CVG #176



FORMULA 1

An arcade simulation of *Formula 1* racing, with almost every feature of the real thing included! As well as all the real cars and drivers, it's got all 17 championship tracks and a commentary by Murray Walker! The excellent graphics and high-speed gameplay, as well as having so much to learn and master make this well worth the money!
Reviewed in CVG #179



TEKKEN 2

Tekken 2 is packed full of characters – 25 of them, in fact! They've all got some amazing moves, featuring limb breaks, counters, floating combos and unblockable hits, as well as all looking great! The massive number of moves means that *Tekken 2* will take ages to master completely, but can still be played by almost anyone!
Reviewed in CVG #175



TOMB RAIDER

The best 3D adventure game on the PlayStation! In a full 3D environment, you need to explore, solve puzzles, get past traps, and shoot anything that seems dangerous! The main character is very versatile, with lots of moves to learn, and the game itself is massive. One of the best games this Christmas.
Reviewed in CVG #181





NINTENDO 64

The Nintendo 64 was released in June 1996 in Japan, and in September in America. It's due to be released in the UK around June 1997. While Nintendo have been criticised for releasing their "next-generation" machine too late, it's still the only true 64-bit system available at the moment (the Jaguar doesn't count – do the math).

WHY SHOULD I GET ONE NOW? (BUYING AN IMPORT MACHINE)

If you're desperate for a Nintendo 64, you either need to be patient and wait until next year, or buy an imported American or Japanese machine. Here's a bit of help in case you choose the latter.



JAPANESE

Japanese machines are generally easier to get hold of in the UK than American machines are, because more were manufactured and the initial rush of sales has died down. Another plus point is that Japanese games have a certain "coolness" about them, usually using nicer artwork and packaging than the American versions. Both systems require the same effort to get them going – a step-down converter and a TV which displays 60Hz, or a SCART conversion to the insides of the machine. Of course, all Japanese games have Japanese text, though that actually made *Mario 64* last a few days longer for us.



AMERICAN

The American machine is basically the same as the Japanese system, with the cartridges varying slightly. Japanese games can be played on an American system, and vice-versa, by snapping some bits of plastic from the inside of the machine (not recommended). While most games are released in Japan first, quite a few games have been developed in the US and are premiering there instead – *KI Gold, MK Trilogy, Cruisn' USA*, etc. There's basically no difference between the two – just work out which country you're more likely to buy games from, and shop around for the best deal.

UNIQUE BECAUSE...



1. The games are on cartridges rather than CDs, so there are no loading times during the game or between levels.



2. The Nintendo 64 itself is the most advanced console available, as it's the most recently released. The amazing hardware allows some incredible graphics to be done effortlessly.



3. Shigeru Miyamoto, the creator of *Mario*. This single man is responsible for most of Nintendo's success, and is overseeing nearly every release on the Nintendo 64, adding his magic touch to everything.



5 EXCITING GAMES TO LOOK FORWARD TO

SUPER MARIO 64

This is almost definitely going to be one of the launch games for the UK. It's also one of the best games of all time, with incredible graphics and gameplay, as well as a big playing area. Already a classic.



PILOT WINGS 64

Follows on from the excellent SNES game with amazingly detailed worlds to fly around, as well as a magical feeling of flight. One to come back to just for the sensation.



WAVE RACE 64

The first two-player game to be released for the N64. Race jetskis around buoys, bouncing over waves and ramps, performing stunts on the way. Excellent fun.




SUPER MARIO KART 64

The SNES version is one of the greatest games of all time, and the Nintendo 64 upgrade looks as though it could be even better! This is the game we're all waiting for!



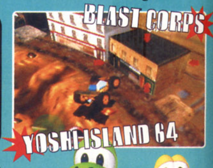
STAR WARS: SOTE

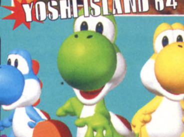
With sections varying from flying around the AT-ATs, to creeping along corridors taking out Stormtroopers, *Shadows of the Empire* could well be the best Star Wars game ever!



WHAT DOES THE FUTURE HOLD? (BUYING A UK MACHINE)

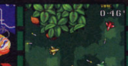
The advantages of waiting for the eventual official release of the Nintendo 64 are mostly to avoid the hassle of import machines. You'll be able to buy a system, go home, and it'll work. You'll be able to buy a game, go home, and it'll work. It cuts out all compatibility problems and having to pay over-the-top prices for imported games. Unfortunately, UK systems need to be made differently to run on PAL TVs, meaning that games run slower and with borders unless the programmers spend more time working on them. Judging by most of the UK SNES releases, this conversion may not be done on UK N64 games.





IT'LL BLOW YOU AWAY.



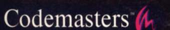




30 ALL NEW COMBAT RACE CIRCUITS.
30 VICIOUS BATTLE ARENAS.
10 COMBAT VEHICLES.



"Excellent...the best Micro Machines of them all...an essential purchase!" Mean Machines Sega 92%



developed by Supersonic

OUT NOW!



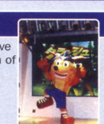
PLAYSTATION EXPO

While many computer game events have abandoned the Makuhari Messe to head for the Tokyo Big Site it was good to see this grandest of exhibition halls play host to the second PS show this year – The PlayStation EXPO 96/97!



With over 50 companies exhibiting nearly 200 games, it was the largest collection of PlayStation software ever seen under one roof! Held from November 1st - 4th, this four day event was packed from dawn to dusk with tens of thousands of Japanese game players who happily waited for hours in a queue that stretched out of sight! Without exception, all the big developers were there, at last unveiling their Christmas titles, or previewing the games of 97. Some of these games won't be out for over 8 months but you could still play them! Our Japan correspondent, Warren Harrod, took a look at what was hot at the show!

✷ SONY COMPUTER ENTERTAINMENT: ✷



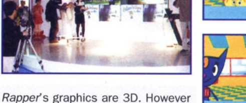
With one of the largest play areas, SCE can always be relied on to have a great looking stand and this time was no exception. The side area of the main booth was modelled like a rock wall with various huge crates stacked up along side. Around the top of the booth, a huge boulder rolled along the edge, occasionally blowing out smoke. No need to guess that *Crash Bandicoot* was in town! The game went down really well and there was a queue that wrapped around the entire booth to play it.

PARAPPA THE RAPPER



However, SCE's best game and certainly the game of the show was without doubt *Parappa the Rapper*. A Rythmn Action game in which you have to make music to progress. The hero, Parappa, needs to win his sweetheart Sunny Funny's affection by learning how to rap 'cool' through six stages. To do this, he must correctly follow the actions of his teacher on each stage. For example, his teacher raps the first four bars of a tune. The buttons you should press and the timing for them, are shown at the top of the screen. Correctly repeating the rap will eventually see you through the level. To get top marks though, you have to create your own original rap tune. If you have no rythmn, the music gets weirder and weirder. Your instructor's mood also changes for the worse. Play really well and your humbled teacher slips away, allowing you to totally free-style rap.





Rapper's graphics are 3D. However the characters are wafer thin! With incredibly smooth motion-capture, they curl and fold as they dance. The whole style of the game is completely bizarre! For example, on the first stage Parappa has to rap with an onion-headed martial arts expert at a Karate Club! A later stage has him selling rap and peace at a flea market, under the guidance of a frog! The latest and coolest rap music produced at Sony Record's New York studios features throughout.







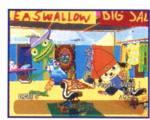


A few of the colourful characters in the game. PJ gets his name from wearing pyjamas always.



The first level of the game, where Parappa is under the guidance of an Onion-headed master.





That bar along the top is the guide you have to rap to. Do well and the bar vanishes. Now jam!





Story sections draw the stages together into an exciting adventure! *Parappa* is gonna be ace!



Awful rappin'! The instructor's had enough and has fallen asleep.



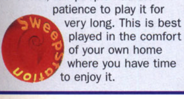


The graphics are all super-stylish 3D. Here you can see how the characters are paper-thin within that 3D world!

There was never a *Rapper* Unit being left unplayed at the show. At the end of the day when everyone was going home, *Rapper* was the game they all remembered. One of the special events was a live *Rapper* session on stage with a real MC and huge Parappa dancing in the background. All the contestants had to wear a *Rapper* hat with big ears and play using a metre wide PS controller. SCE ladies were handing out tambourines to the spectators, so everyone could rap to the tune. Most certainly the show's highlight.

DEPTH

Also at the show was SCE's musical adventure *DEPTH*. Controlling a Dolphin, you start in a place called 'Silent Space'. From here you can swim throught 12 different gateways to different sound worlds, arranging the colours and patterns within to create your own various soundscapes. Although it's a music-orientated game like *Rapper*, it doesn't have the immediate appeal or interest that *Rapper* does. As it takes a fairly long time to get into it and explore the various options, it was obviously difficult for players to give it a decent go. Although SCE had a lady by every machine ready to assist, few people had the patience to play it for very long. This is best played in the comfort of your own home where you have time to enjoy it.







It's not all dolphins! A easy to understand sound controller!











Here's the dolphin. Exploring the various sound worlds is intended to be a relaxing and therapeutic affair.













Weird shapes abound. It seems you use these to manipulate the sound.

RUROUNIKENSHIN

Also on show SCE was *Rurounikenshin*, a 3D Japanese style fighting game with weapons. Based on a very popular TV series it's likely to do quite well. It's released this month, so if it wasn't already complete there shouldn't be much left to do. Although the graphics are decent and the gameplay is solid, it's unlikely to be released outside Japan where the characters are not known.



✷ SONY MUSIC ENTERTAINMENT: ✷

KOWLOON'S GATE

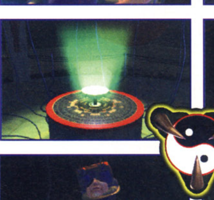
After a seemingly endless development time, SME have finally fixed the release date of the long-awaited *Kowloon's Gate* for February 1997. Unfortunately it wasn't playable, but a preview video handed out to all who walked by, clearly shows the graphics engine is all but complete. As a 4 CD-ROM set, this game is clearly going to take a long time to complete. Despite its Chinese theme and vast quantities of Japanese text, Sony have said that they intend on producing an English version.



It's an incredible looking game! Not surprising since its FMV graphics take up 4 CDs. How it plays though is still veiled in mystery.











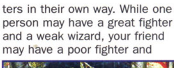




LAGUNAKYULU



A game we've been keeping an eye on, is a great-looking RPG called *Lagunakyulu*. Everything is generated by polygons – scenery, objects and characters. This means you can freely rotate the screen to get the best view. The graphics are very realistic and the game scrolls in all directions with unbelievable smoothness. The attention to detail is incredible with moving objects on screen, such as the blades of a wind pump turning around. The movement has been motion-captured, so whether your character jumps, runs up stairs, or fights, they look lifelike. Another feature is the Memory-card Battle System (MBS). This allows you to save your characters to memory card and load them onto a friend's game to fight their characters. With the MBS you're free to swap characters. Each player builds up their own characters in their own way. While one person may have a great fighter and a weak wizard, your friend may have a poor fighter and strong wizard. By swapping characters with your other people you can build up the strongest party possible.















✷ NAMCO ✷

Although game of the show goes to *Rapper*, there can be no doubt that Namco had the greatest selection of games at the show. Due to the popularity of their games, Namco were forced to limit the playing time allowed, in order to let everybody have a go (*Soul Edge* - five wins, *Rage Racer* - one race, *Time Crisis* - one game etc). Even so, there were still long queues for all their games.





SOUL EDGE

At long last, Namco's hugely-awaited follow-up to *Tekken 2* is near completion for its December 20th Japanese release. They've done an excellent job of converting it to the PS. The graphics look crisp and the character movement is smooth. However it's not perfect yet, as there are still some lingering polygon clipping problems. A particularly interesting one shows a character sticking his sword through his head in the winning pose. Very painful!



As is now customary in Namco's arcade conversions (or anyone else's for that matter), there's a variety of PlayStation-only features. A special CG intro has been included, and there's new endings for each of the characters. Interestingly, the European/ American characters speak in English, while the Asian characters, speak in Japanese with English subtitles. What's more, there's also mention of an opportunity for players to affect the outcome of these endings.

Extra stages have been added. There are also all-new character costumes, designed by the winners of a competition held in Japan. Included are remixes of the arcade tunes, as well as brand new PlayStation tunes under the moniker of the 'Khan Super Session'.

As with the *Tekken* series, extra play modes have been added – VS, Time Attack, Team Battle and Survival. Nothing new there, but there is one mode which influences all the others...







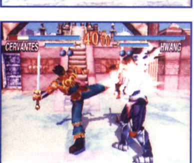


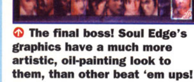


















The final boss! Soul Edge's graphics have a much more artistic, oil-painting look to them, than other beat 'em ups!

Weapons dominate the game, but s kicks and throws are in there too. Incidently is gonna be called Soul Blade on release!

Hits connect with dazzling visual effect (above). Some of the costumes created from competition winning designs (right).





A new feature unlike any seen in a fighting game before – the Edge Masters Mode! Your character travels the world, defeating opponents and collecting their weapons. You can then use these weapons yourself. Each character has to build up their own collection, so you need to complete it with every fighter! As you clear each stage, a log of your exploits is kept in a little book. It has a Story Mode feel to it. There are 8 or 9 extra weapons per character to collect, and these can be saved onto memory cart and used in any of the other game modes (VS, Time Attack etc). With each weapon providing different abilities (ie. short reach and quick, long reach but slower) this makes for masses of fighting techniques. As such, different records are stored depending on which weapons are used!

ACE COMBAT 2

Still early in development, but already looking great. It plays superbly with smooth handling and great control. The graphics are the best yet for a PS flight sim and you really want to use the twin stick for the all-round flying experience. Not quite as popular as *Soul Edge*, *Time Crisis* and *Rage Racer* but still attracted a fair amount of attention. The level of detail and multiple options give it a depth that can't be appreciated at a show.







The main differences to the original Ace Combat are:

(i) Graphically improved with super-detailed backgrounds and enhanced modelling for the planes. (ii) *AC* had 16 planes. There's no details on *AC2*, but there are new planes (ie. the Su-35) so if they keep all the old planes they have certainly increased the number of them. (iii) Even the original planes as before have been completely redesigned. The only *AC* plane that was playable was the F22, but this has been visibly improved. (iv) As in *AC* there are two selectable viewpoints. First person perspective is great for dog-fights (because you can utilise the head-up display and lock-on easier) while 3rd person perspective is useful for precision flying (such as flying down a narrow canyon) because you can judge the distance between yourself and obstacles. It's also useful for long flights (because the HUD isn't drawn so you get a good view). (v) *AC* had only 17 missions, *AC2* has over 30. You have the freedom to select your preferred mission. (vi) A wide number of mission targets. For example – a city, a snowy mountain range, the Grand Canyon and an island (with an offshore oil rig). We've also seen sketches of a hydro-electric dam, an oil/gas pipeline running to an industrial complex and a European castle.





The most popular of all the Namco games at the show was *Rage Racer*! The queues for this were unbelievable! With improved graphics, enhanced handling and great effects, this game was everybody's dream racer. Because of the one race limit, most people just went to the end of the queue and waited to play again. Everyone said this was the best game for them (after *Rapper*). Without doubt this is the most realistic driving game on the PS with more options than ever before!



The track are far more confidently laid out than before. As seen in this incredible stretch of mountain highway.



Both these *Rage Racer* and the *Soul Edge* pics are from preproduction code. The final version will be even better!



The show-version featured only a single track with a limited number of cars. The full-version will have Grand Prix Mode. This allows you to choose your own car and build it up in the Engineer Shop, using money won from races (but you have to be in the top 3). By tuning up your car you can improve such things as acceleration, maximum speed, handling and grip. Through continued racing you can build up enough money to even buy a new car!

There are 13 car types in the game – ranging from a small Fiat, standard saloon, Pontiac Firebird, Renault 5 Turbo, Corvette Stingray, a mini-truck, supercars such as Lamborghini, Ferraris, and a 24 hour Le-Mans variation. However, some of the more advanced cars are manual transmission-only, making them expert-exclusive vehicles!

There are three courses to play at the start – Mythical Coast, Overpass City, Lakeside Gate – with a fourth track (The Extreme Oval) accessed in higher Grand Prix classes. These tracks feature much longer turns than previously, and the game is geared toward using the NeGcon analogue-pad for 'locked' steering. Namco have told us there are certain extra course features available, but we're not revealing anything yet. There are five classes for each course. Each one becomes progressively more difficult, but the winning purse increases. You have 3 chances at each course. If you can clear it, you can proceed to the next, but if you fail then you must return to the beginner class again.

Final mention must go to the nifty Paint and Body Shop, which allows you to customise your vehicles by choosing their colour schemes and designing logos and team names to add to the paint work.







Your custom logo (top-right) on the car (left).



The starting stretch. Similar to that of the previous Namco Racers, but with far more detail!



More realistic textures, more realistic cars and more precision steering required. Oojima!

TIME CRISIS

The next big game of the show was Namco's answer to *Virtua Cop*. This was probably one of the few games where people watching outnumbered people waiting. Incredibly popular with everyone at the show. Everybody agreed the gun itself (the most important aspect) was easy to use and very accurate. Namco themselves have stated that it's much more accurate than Konami's gun. Certainly nobody ever reported dodgy collision detection.







The Namco GunCon in use. The switch functions as the pedal. It looks like an excellent device!







The resolution is noticeably lower than the System 22 coin-op. But it's all there. A definite challenger to the *Virtua Cop* crown.

Obviously Namco had their work cut out porting a System 22 game to PlayStation, so the quality of graphics can't be realistically compared. However it's an excellent conversion and It's still in early development. The obvious changes from the arcade version are the pedal and the gun. The pedal has been replaced with a small red button on the side of the gun and the peripheral itself no longer has recoil. Other than this it's identical.

The main feature of *Time Crisis* is being able to dodge behind objects to reload. However, while hiding you can't see the enemy who often change positions. There's a time limit. Spend all your time behind walls and crates and you end up going nowhere at all!

The game contains the Time Attack and Story Mode from the arcade version. In Story Mode there's an opening and closing movie and intermissions between stages, all featuring the hero Richard Miller. There will also be original PS modes, including an original stage. but that's all we're saying for now!

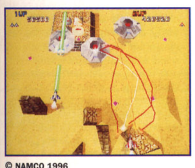


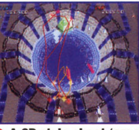




XEVIOUS 3D

This is one of those games that you either love or hate. While some people may be less than impressed with the graphics there are those who think this game is great. As such it was popular at the show for those who liked it and unlike the other Namco games you could play for ages. Namco have done an excellent conversion with great 3D graphics that rotate and scale beautifully. It comes from Namco's System 11 board so boasts some impressive effects. As shooting games go it's great. The PS has original opening and ending movies also.





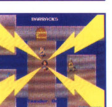


A 2D-style shoot 'em up with brilliant 3D graphics. One of the most impressive features is the homing laser. It's like spider's legs flicking out everywhere!

NAMCO MUSEUM 4









Regrettably Namco choose to put only two of these units on display which meant that there were large crowds around these games at all times. The classic games on offer this time (see if you recognise them) are *Ordyne, Assault, The Return of Ishtar, Genpei Tournaden* and *Pac-Land*. Of course the conversions are perfect and are identical to the originals. From my occasional glances in this direction no one game seemed to be played more than any other.
This time around Namco have made the 3D museum section more interactive than before with a variety of features and amusing events.

CAPCOM

After several shows with a great line-up of games and a fantastic booth design, it was a real disappointment to see that Capcom were unable to get sufficient space to allow them to do it again this time also. After a rush of great games, Capcom appear to be in a lull before next year's releases are ready. While there were a lot of people at the stand, you couldn't really say there were ever huge queues to play any of the games on offer.
This time they had *Rockman 8* and *Super Street Fighter Puzzle 2X*. *Rockman 8* looked great and will probably be a good game. Unfortunately, while the *Rockman* series appealed to the younger audience that owned the SFC , the PS has an older gaming audience who aren't as likely to buy this sort of game. *Street Fighter Puzzle 2X* as expected, was arcade-perfect, and was favourably received also.

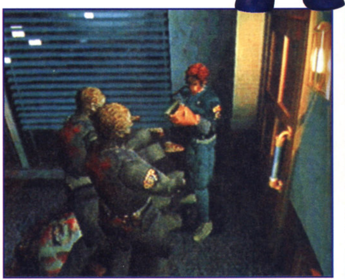


With the town now under infection, you can expect the horror to have increased!

BIOHAZARD 2

Unfortunately, the mega-awaited sequel to *Resident Evil* wasn't on play at the show. Capcom probably not wanting to distract attention from their Christmas releases. It was however, playing on a large video screen. Which gives us the excuse to show you these latest pictures of the game.





Once again set in Raccoon County. The police are on hand again. Only this time most of them are zombies!



Two characters can again be chosen. A policeman and a female trainee.



BH2 promises a more expansive area – the whole town!



Moodier colours turn the classic horror look of the original into a more John Carpenter-ish style.



The police shooting range. Undead targets at the ready. Then there's the morgue of course...



Even from these stills, Biohazard 2 looks terrifying. We can't wait for this one!







✷ KONAMI ✷

As unusual Konami had a large stand with plenty of games to play. Although the queues weren't as long as Namco's, Konami did have a special movie theatre which was always packed. Konami had four games on show. *Real Talk Parodius - Forever With Me* (another *Parodius* game), *J-League Real Winning Eleven '97* (another footie game) and these two...



SPEED KING

A conversion of their hydraulic coin-op ride, *Speed King* was Konami's best game at the show. Obvious comparisons are bound to be made with *Wipeout*, and despite its speedy movement and smooth handling, it doesn't quite match the polished perfection of Psygnosis' future racer. But it is a good alternative.

Although it's an arcade conversion there are numerous PS modes. Speed Race Mode pits you against all the computer-controlled cars for three laps. All the cars have a speed class select ranging from fast, very fast, super fast and mega fast! Battle CPU Mode is a one-on-one against the CPU. Defeat them and the CPU car becomes selectable. Time Attack Mode records your best time on memory card and lets you can race against yourself in future races. Finally, there's Free Run Mode – useful for practicing time attack.



In the coin-op original, speed select affected your ride too!



Arcade identical front-end screens are included.



Before racing, you can see the times to beat on each track.



The graphics in *Speed King* are very dramatic and stylish.



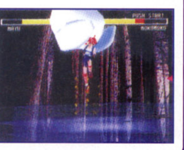


A few shots showing the wild angles you face as you fly off ramps and spin around corners. The similarity to *Wipeout* is obvious.

LIGHTNING LEGEND

Visually it looks pretty much the same as all the other 3D fighting games. However, the special features below it may only just help in distinguishing itself in the ever increasing 3D fight game saturated market!

Although at first glance one could easily be forgiven for thinking that this is just another 3D polygon fighting game on the PS, *LL* has some interesting features that seperate it from the opposition. The most important being a story mode. Select any character and fight all the other characters in a mini-RPG like story. Between each fight the character's scenario is developed with little anime clips and dialogue with non-player characters. Another feature is that every time you defeat your opponent you collect a keepsake item. Even if you fight against the same opponent, depending on the way the you fought the item is different. With over 200 kinds of item available you'll be playing a long time before you get them all!



✷ TAKARA ✷

As unusual Konami had a large stand with plenty of games to play. Although the queues weren't as long as Namco's, Konami did have a special movie theatre which was always packed. Konami had four games on show. Real Talk Parodius - Forever With Me (another Parodius game), J-League Real Winning Eleven '97 (another footie game) and these two...

TOSHINDEN 3

Anyone doubting the massive popularity of this series would have been stunned! *Toshinden 3* had huge crowds around it, at least equal to *Rage Racer* or *Parappa the Rapper*!

Visually the graphics have improved considerably. The frame rate has been increased from 30 to 60, however the speed remains as fast as ever. An amazing achievement! Sure killing techniques are now drawn with polygons for more dramatic visual impact. Unlike the previous open arenas, T3 now has walls and a ceiling. These provide a much-welcomed change in tactics, with all-new techniques to utilise. The biggest feature of T3 has to be the inclusion of over 30 characters. *T3* lovers are drooling at the thought of what kind of extra modes will be included to make use of all these.







CHORO Q2

This *Penny Racers* sequel sports some amusing features. Such as Choro Q Town, where shops can be found to upgrade your car. Each shop specialises in certain goods, so to tune your car fully you need to search to find them. There's a paint shop which allows you to change the colour of your car. But it isn't free! Money you win in races allows you to pay for such services. You also have to choose items carefully. Buy the wrong brakes and you'll either feel glued to the road or slide off at every bend! There are new courses too, including a special two-player battle course designed for extra dramatic racing. And there's a replay mode to let you watch your car in action, splashing across the river or leaping over bumps!




The cars look very similar to the ones in original *Choro Q*.



Could that be Choro Q Town coming up. The idea of searching it sounds like an interesting one.

DEEP SEA ADVENTURE

This game has received favourable reviews from many Japanese games mags. Everytime someone gets on this game they just never get off. It's really addictive!
Due to a great war over 100 years ago, most of the Earth's surface sank below the sea, leaving it 90% covered in water. The survivors are developing a new civilisation with the sea's resources. The tale begins with you searching for your ocean-exploring father. Using his research as a lead, you take your submarine deep into the ocean. You must retrieve artifacts and treasures, exchange them for cash and purchase items with which to upgrade your submarine. But, the ocean is a dangerous place with many deep sea monsters waiting. The game is divided into two areas. The surface world is a typical RPG-style adventure with sprites. Once inside your submarine a 3D polygon underwater world is there for you to explore. This blend of RPG adventure and battle action is great fun!



SCHRODINGER'S CAT

This game is a little too involved to have a proper play at such a show and as such it was fairly left alone at the show. A pity as it has a lot of potential.
The entire game uses 3D polygons and a wide 3D field of play. The main feature of this game is the TAT (Time After Time) system. The plot sees Iris (the heroine) and yourself following Schrodinger the cat. Travelling through time and space you meet various incredible characters throughout history. By collecting items you can equip every part of yourself (which is represented by a 3D body map) with all sorts of useful things. You'll need these to solve all the riddles and avoid all the traps you'll find on the way. Schrodinger's Cat is an incredible adventure filled with amazing characters and wonderful locations. Battle monsters in deep underground dungeons, seek help from people from the future and trade items with mysterious robots. Anything is possible in this fantastic adventure as you battle your way towards the final evil!



Schrodinger was a scientist who beat Einstein by putting his cat in a box and asking Einstein to prove it was in there. Einstein invented the Atom Bomb.

✷ GENKI ✷

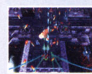
At a glance Genki's new game *Beltlogger 9* may look like just a *Kileak the Blood* clone. However, it has a whole host of imaginative features and exciting game play to keep you intrigued for much longer than the ultimately shallow *Kileak*. Incredibly detailed graphics, beautifully rendered polygons and articulate enemies abound. Although a 3D shooting game, it has an action RPG feel to it, with plenty of traps, tricks and puzzles to solve. In addition, with various maps, a radar and special equipment, you can devise you own battle tactics for defeating the enemies. Good use of fighting strategies will conserve valuable ammo and save precious time. Genki have spent a long time and a lot of effort to make sure that the game play matches the graphics.



✷ TAITO ✷

The best of the three games on show was *Ray Storm*. With new PS features, this perfect arcade conversion of the excellent 3D polygon shoot 'em up proved very popular. Next was *Ray Tracers*, the only real competition to *Rage Racer* at the show. Using texture mapped polygons and light sourcing, it looked impressive. The best touch is the individual characters that come with each car. They also had a conversion of their *Super Football Champ*, the most interesting feature being that you can use the multi-tap to have a 4-player game.

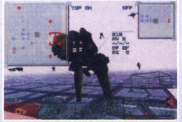





(top) Ray Tracers in action. (bottom) The popular Ray Storm!

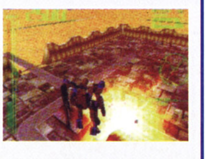
✷ BANDAI ✷

At last the PS has a really great space battle simulation game. *Aubirdforce* is the most realistic ever seen. Position the units in your fleet, send out probes, launch fighters, repair damaged systems and upgrade equipment. By coordinating your units and using your battle strategies you can really experience realistic star fleet battles at last! You control units including dreadnoughts, battle cruisers, frigates, fighters, space stations, scout ships, supply ships, satellite cannons, battle mechs and prison stations. There are over 50 different pilots amongst your fleet. After clearing a battle stage medals are awarded to them depending on their performance. There are 23 ranks to rise through from the lowly 3rd Grade Seaman to the Grand Admiral. With over 30 missions covering space, asteroid fields and planets (in the atmosphere and on the surface) there's plenty of depth.



✷ FROM SOFTWARE ✷

From's impressive stand showed they've come a long way since the *King's Field* series. They unveiled two games. An RPG called *Shadow Tower* which wasn't playable at the show and a 2 player battlemech fighting game called *Armored Core*. This "*Virtual On*" like game is looking really good! It's only 10% complete, but plays fantastically. You can design your own battlemech from various equipment parts and even choose the colour as well. Apparently over 10 billion battlemech combinations possible! The most impressive feature is a two player mode via the connector cable. With a colourful selection of terrain, building types and numerous traps, *Armored Core* is one summer release I'll be waiting for. The surprise hit of the show!



✷ KEMCO ✷

Kid Klown's back in *Crazy Chase 2*. Out go sprites and in come texture mapped 3D polygons. Those who thought the last *KK* on SFC was a too short and easy will find KK2 more challenging. There are 16 stages spread over 8 worlds and some these are very impressive.



SQUARE

At the Tokyo Game Show they were giving out PlayStation CD's of *FFVII*. This time there were lots of units, although you could only play for a certain length of time. There were large crowds around *FFVII* and at one point there were so many people around the Square and Takara stands that you couldn't get between them! There was no opportunity to play any of the games on the new label Aques, but a large screen showed a demo of the racing and baseball games. The main feature of the Square stand was the movie auditorium. Large queues formed around the side, waiting for a chance to get in. A clock outside showed the time of the next performance. Entry was about every 20 min. Inside there were several rows of bench bars allowing up to 60 people at a time to watch. There was no ceiling and when the doors were closed you were completely surrounded by the walls. After a Square lady introduced the show, everything went dark. First of all one could hear the sound of a helicopter getting closer and closer. Then a stage lamp at the back shone a moving spotlight across the room as if it was coming from the helicopter. Suddenly, huge fans supported above blew air down into the auditorium to make it seem like the power of helicopter's blades. Wow! The whole effect was super realistic and the best part of the PS Expo. Their movie was a preview of all four Square games. *FF VII, Bushido Blade, Saga Frontier* and *FF Tactics*. All were great, but Saga Frontier was particularly good.



© SQUARE 1996



One of the new AQUES label games. Grand Champion's Rally.



A flyer announcing the ever-looming release, movie-style!



FFVII itself. Perhaps the most eagerly awaited game in Japan.

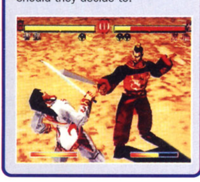
ARTDINK

It was left to Artdink to show off the most imaginative and creative software. Their latest creation is *Topolo*. A game which involves building living objects from blocks. Anything is possible – a person, an elephant, a helicopter, a Spanish galleon or an alien! You can specify how a block connects to another block and what its function is. When they are all put together they move in their specified pattern. Once created you can then place it in a field. There are six normal fields: Plain, Savana, Sea, Sky, Disco and Moon. There is also a battle field! Watching all your creations living together in their field is really satisfying.This game drew a lot of attention, specially from the younger members of the public.



KOEI

Sangoku Musou was probably the favourite 3D fighting game after *Soul Edge* at the show. Similar to Square's *Bushido Blade*, it's an oriental style fighting game with weapons. The characters' movements are both very smooth and fast. The intelligent camera angles during combat and replay are very dramatic indeed. There are eleven characters, but we have no details on what game modes are included. Considering the large number of games Koei have produced based on the San Goku Shi ("The Annals of the Three Kingdoms" - which were in ancient China) they should have no difficulty in devising some kind of story mode for this should they decide to.



CLIMAX

Ken Naito, legendary creator of *Land Stalker* and *Dark Saviour* is quick to point out there's loads of driving games. *Runabout* is different. Using ordinary vehicles – cars, buses, trucks, scooters – on ordinary roads.! At junctions you choose the route, finding short cuts. You're not just limited to the roads. Crash through someone's front gate and driving across their garden, or even smashing into buildings, driving through and out the other side! But look out for police cars in hot pursuit of you!



ATLUS

Proving popular was their quality 3D polygon fighting game, *Heaven's Gate*. The graphics look a little Saturnish and It also uses the three button combat system associated with VF. Behind the smooth motion capture was the JAC (Japan Action Club) who participated in this project to create a large number of flash-looking techniques. Each character has over 20 fighting techniques. The most important aspect of this game is the SOL-POWER feature. Characters can utilise the sun's solar power to charge up super sure-killing techniques. Each character has a special power that uses the 2nd gauge underneath the life gauge.



Heaven's Gate. It's good!

ASCII

3D Shooting Tool is the first of Ascii's DIY game creation software packages. With this one you can create your own 3D shooting game. There are over 340 models to choose from – ie. a tank, a stallion, a starship, stone henge, a battle cruiser or a giant robot. Edit objects by changing their size or shape and configuring them with various weapons. Create the scenery and the background. Choosing the music and defining your mission.This game was popular at show. Even those who had never tried it before were able to knock up a primitive game in a short time.



Not knocked up in minutes!

GUST

Welcome House 2 is a polygon cartoon game with Tom and Jerry style slapstick humour. You're staying at your eccentric uncle's big American house, which is full of traps you have to avoid! The main point of this game is that when you are caught in a trap you aren't instantly killed. There's a humorous outcome instead. Another feature of the game is the classic 1950 hit songs which you can listen to during the game.





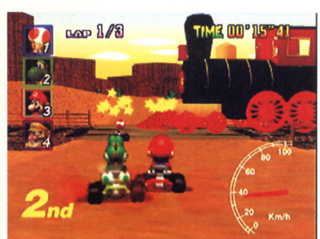
Watch out for dem traps, boy!

HUMAN

Clock Tower 2 was an unexpected big hit at the show. A scary *Resident Evil*-style game, the story revolves around Scissor Man, a psycho wielding a huge pair of scissors. He is stalking the characters in the game (about 30 to start), but one by one they are murdered. Find the clues and solve the puzzles to defeat him before it's too late. One interesting feature is the PANIC Button which you can hit when in imminent danger, to be rescued.



The Scissorman is coming for you! Shak Shak Shak!



90% COMPLETE

NINTENDO 64

RACING | BY NINTENDO | DEC RELEASE (JAP) | 1-4 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 96 MEG CART PLUS MEMORY BACKUP
- PUBLISHED BY - NINTENDO TEL: N/A

Last month CVG was the first UK magazine to bring gameplay details on N64's most exciting game to date. Well, we're back with more!

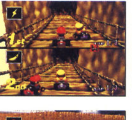


Just like *Mario 64* continued to amaze us with each new batch of shots sent from Nintendo, *Mario Kart 64* has kept us buzzing like crazy! Our imaginations have been running wild over the past weeks, thinking of what could be included to improve on the classic original. The reality is that *Mario Kart 64* looks even better than our make-believe perfect race game! With the release date brought forward (it's on sale in Japan even as you read these pages!) we're preparing to bring you some high class *Mario Kart 64* coverage next issue. Meanwhile, join the ceremonious biting of lips as we explain more of this phenomenal N64 special!

BURNING SILICON RUBBER

It's now confirmed that there are, in fact, three classes of driver in *Mario Kart 64*: Light (Princess, Yoshi, and Toad); Middle (Mario and Luigi); plus Heavy (Bowser, Donkey Kong, and Wario). This is a little strange, as it leaves the teams uneven. Could Nintendo be reserving one last special surprise for launch day? What happened to Kamek the wizard? Most likely the bigger teams are there to cater for the four-player versus mode – allowing more players to race their favourite class type.





Yoshi is part of the light class of drivers.





Bowser really likes to throw his weight around!

KOMPREHENSIVE KART CONTROL

Just about any *Mario Kart* expert will tell you of the almost Zen-like mastery it's possible to attain with the 16-bit game. *Mario Kart 64* caters for three types of driver, aiming to keep the race in check and always in their favour.

NORMAL

A plan diagram of the circuit is presented in the bottom-left corner of the screen. Miniatures of all the Karts are shown driving around it, highlighting their position.

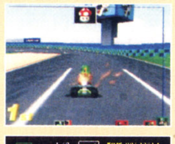
RADAR

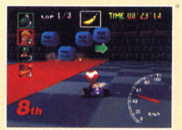
Displays rivals as tiny icons, moving around a thin square frame. Indicates the position of the karts behind your character, helping to block overtaking attempts.

SPEEDOMETER

Nail that speed down to the tiniest detail with the aid of this analogue speedo. Keep that Kart hanging onto the laws of physics by a hair's-breadth of a degree!



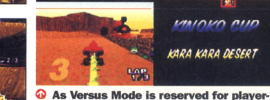




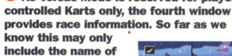
VERSUS CONUNDRUM

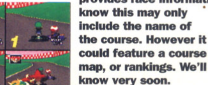
Just to clear something up for last month's report: Where there's just two drivers competing, the screen is split horizontally – just like the original 16-bit Kart. Versus mode is only divided into four windows when three or more Karts involved.







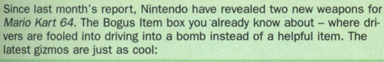




As Versus Mode is reserved for player-controlled Karts only, the fourth window provides race information. So far as we know this may only include the name of the course. However it could feature a course map, or rankings. We'll know very soon.







FINAL WEAPONS CHECK

Since last month's report, Nintendo have revealed two new weapons for *Mario Kart 64*. The Bogus Item box you already know about – where drivers are fooled into driving into a bomb instead of a helpful item. The latest gizmos are just as cool:



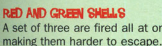
POWERFUL MUSHROOM

For a limited time this golden mushroom allows drivers to turbo charge their Karts – get a sudden burst of speed – as many times as they like.



SPIKED SHELL

Cruel drivers who revere the red shells in *Super Mario Kart* are guaranteed to rejoice at this new type, which home in on exclusively on the leader.



RED AND GREEN SHELLS

A set of three are fired all at once, making them harder to escape.

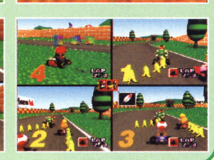
BUNCH OF BANANAS

These are best left in a winding trail to catch trailing rivals.









BEST OF THE REST:

Back is the lightning flash, which shrinks everybody else, and the Super Star which grants temporary invincibility. The ghost returns for Battle Mode, allowing players to steal each others' items, and become temporarily invisible.





All the Karts and characters have unique sound effects, so you know who's closing in from behind! We're looking forward to hearing Wario bellow at his rivals!







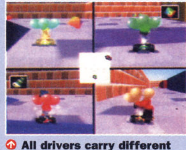
The standard facial expression one is displayed at selection time, but, depending on the outcome of a tournament, the final look is either very happy or terribly sad.

MODE RAGE

At last Battle Mode – the section Nintendo were guarding – is revealed. And it's four player compatible, just like Versus Mode! As ever, players set out to pop each others balloons which surround the karts. To help identification, these are coloured red, blue, green or yellow. So far we've only seen four types of arena, but there could be more.



This circuit, set in the ghost house, is especially dangerous because there are no barriers!



All drivers carry different coloured balloons to their rivals, to help targeting.

COURSE COUNT CALL

Here's the lowdown on all the *Mario Kart 64* racing leagues, or 'cups'. There are four groups, comprising four in each. Every last one looks fantastic!

MUSHROOM CUP

- LUIGI CIRCUIT
- TURTLE BEACH
- DRY DESERT

Moh-Moh Farm – We got a clearer screen-shot of the cows this month. Thought you might appreciate that.

FLOWER CUP

- GHOSTLY POND
- CHOCO MOUNTAIN
- MARIO CIRCUIT



Snow Land – Yes, it snows! Dodge the snowmen, but be careful not to spin out!

SPECIAL CUP

Donkey Jungle Park – Looks like there could be DIY route through the trees here.
Yoshia Valley – Most complex course in the game, comprising many alternate routes.
Rainbow road – The one we've been longing to see the most. Apparently Wan Wan (Bow Wow, the mouth-on-a-chain) presents major hassle!
Kinopio Highway

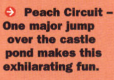


STAR CUP

Koopa Castle
Sherbert Land – World of ice. Penguins wander out in front of you, creating havoc!
Wario Stadium – A motocross speedway: Extremely bumpy, lots of hairpin bends.
Peach Circuit – One major jump over the castle pond makes this exhilarating fun.











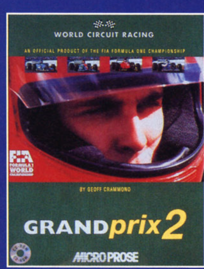


Each character has its own banner, or 'logo', emblazoned on the outskirts of most circuits. You might recognise them.

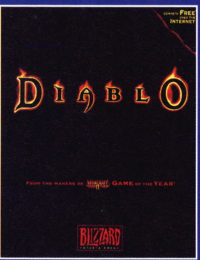


MONEY TO BURN RUBBER

We expect that *Mario Kart 64* will be in high demand this season, so reserve your copy now! We'll have our copy in time for a New Year/ New *Mario Kart* celebration next issue.



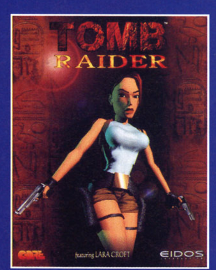
FORMULA 1 GRAND PRIX 2
(PC CD ROM)



DIABLO
(PC CD ROM)



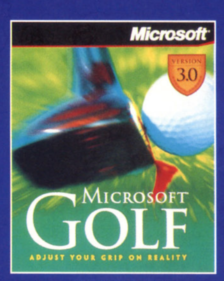
SYNDICATE WARS
(PC CD ROM)



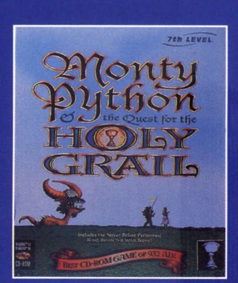
TOMB RAIDER
(PC CD ROM)



THE TERMINATOR SKYNET
(PC CD ROM)



GOLF 3.0
(PC CD ROM)



MONTY PYTHON & THE QUEST FOR THE HOLY GRAIL
(PC CD ROM)
Free 'Monty Python & The Holy Grail' video when you buy this game*

...more games for christmas

* While stocks last at participating HMV stores.



NINTENDO 64 | **ICE HOCKEY** | **BY MIDWAY** | **OUT NOW** | **1-4 PLAYERS**

100% COMPLETE

- SIMILAR ARCADE VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE CARTRIDGE
- RELEASED BY - NINTENDO TEL: N/A

Every good console deserves an ice hockey game. What's surprising, considering the famine of releases, is that the N64 got one so soon. Not only that, but this one dares to be different!

The NHLPA & NHL Present Wayne Gretzky's 3D Hockey

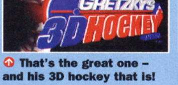
Ice hockey has been a very popular game style, ever since *EA Hockey* broke the mould so long ago. The real game lends itself perfectly to the home – ultra fast, loads of action, great plays, and some great fights. *Gretzky 3D hockey* picks up where the last EA game left off. And what *NBA JAM* was to basketball, *Gretzky* aims to be with ice hockey. It's even got the same 'boomshakalaka' announcer as the *Jam* games!

THE GREAT ONE

As in all the best sports sims, it's good to get a license. In the world of hockey there is none bigger than Wayne Gretzky, he's a legend. Now 40, Gretzky used to be the starting centre for the LA Kings, this season however he's playing for the New York Rangers. Also licensed for the game are the NHLPA and the NHL, so all teams have the real players, the real logos, and of course all the stats.



That's the great one – and his 3D hockey that is!



There he is again, No. 99 for the NY Rangers.

TONIGHT'S MATCH UP

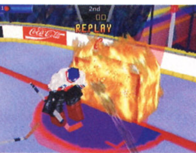
Gretsky also features the by now regulation play by play commentary, multiple camera angles and replay functions. Plus with the real time rendered graphics things look very nice indeed. The game moves very fast, the crowd can also get pretty excited, even chanting "we want more" when there hasn't been a goal for a while!





BOOOOMSHAKALAKA

Goals are what people want. Edge of the seat pant ripping shoot-outs. And in *Gretzky's 3D Hockey*, goals is what you get. Certain types of goal end in special sequences, just like the *JAM* "he's on fire" kind. Power goals discovered include: blowing the goal over; setting the net on fire; and the goalie turning into a brick wall!



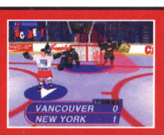
Cue "He's on fire" announcer, great satisfaction every time!



'Cos this game is so fast, we could only catch this goal on the replay!



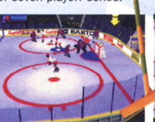




View from beneath the goalie. Very impressive. He's still not gonna stop that puck though.

HE SHOOTS... HE SCORES!

Basketball sims were criticised for being a little bit repetitive in the game play area. Of course *NBA JAM* changed all that, and Midway are hoping to add similar tweaks to hockey. However, ice hockey as a video game is a lot more dynamic than basketball, so there are only minor additions to the game play. You can opt for an arcade or simulation style game, also change the rink size and number of players per team. Arcade is exactly that – an ever faster hockey game with lots more goals, mainly because there are only three players per side. Simulation mode is the normal hockey game, with the option to play a full 82 game season is included, plus there's a best of seven playoff series.



Five players per side on an arcade size rink.



Regulation size rink offers a lot more space.

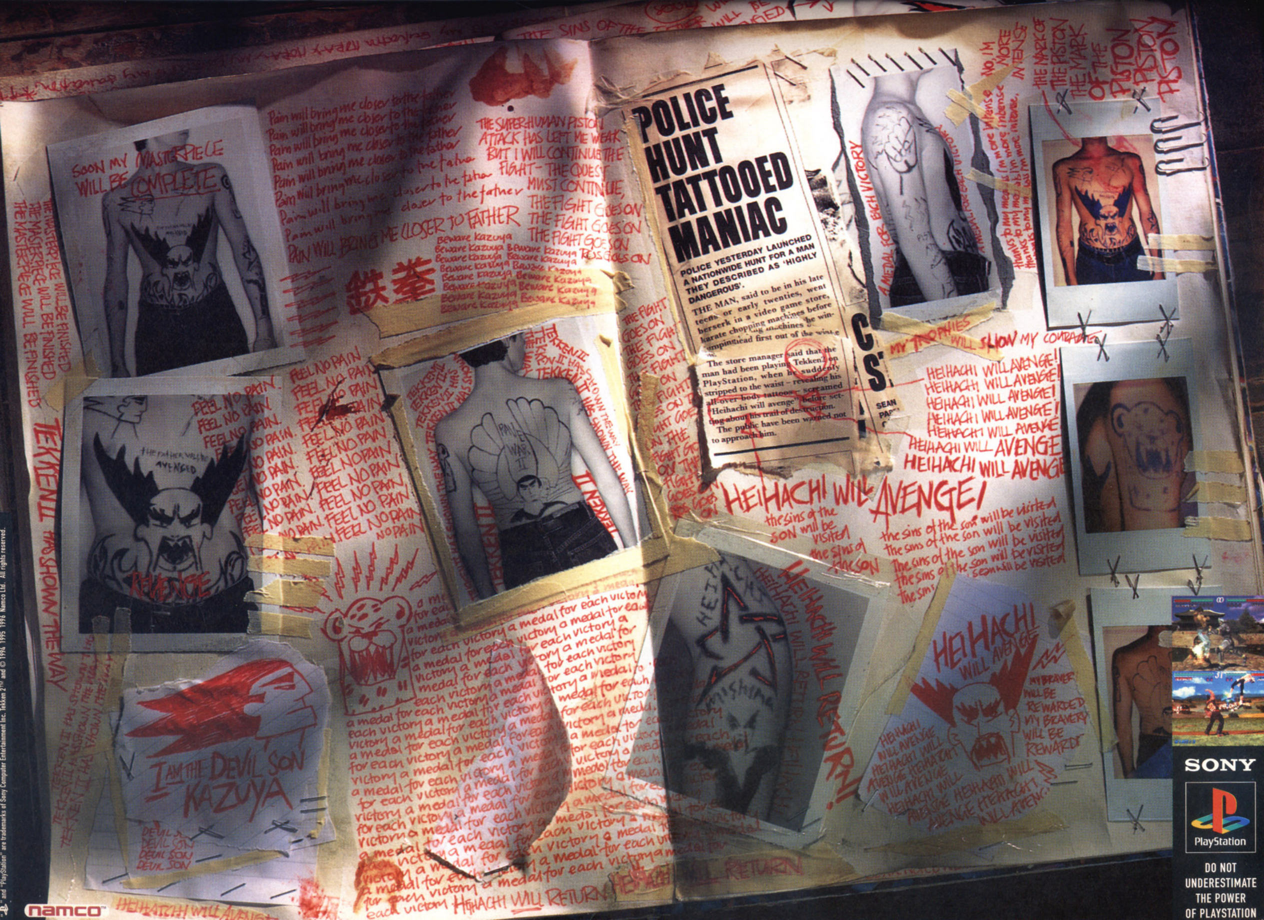


Multiple views, but you can't play like this.

NEXT MONTH... THE SCORE IS TIED!



A review of the American version appears in the small reviews section. The official UK version...? Probably around spring '97. So look out!


POLICE HUNT TATTOOED MANIAC
POLICE YESTERDAY LAUNCHED A NATIONWIDE HUNT FOR A MAN THEY DESCRIBED AS 'HIGHLY DANGEROUS'.
THE MAN, said to be in his late teens or early twenties, went berserk in a video game store, karate chopping machines before
The store manager said that the man had been playing Tekken 2 on PlayStation, when he suddenly stripped to the waist – revealing his all-over body tattoos – screamed Heihachi will avenge
The public have been warned not to approach him.
SOON MY MASTERPIECE WILL BE COMPLETE
THE MASTERPIECE WILL BE FINISHED
THE MASTERPIECE WILL BE FINISHED
THE MASTERPIECE WILL BE FINISHED
Pain will bring me closer to the father
PAIN WILL BRING ME CLOSER TO FATHER
THE SUPERHUMAN PISTON ATTACK HAS LEFT ME WEAK BUT I WILL CONTINUE THE FIGHT – THE QUEST MUST CONTINUE
THE FIGHT GOES ON
Beware Kazuya
鉄拳
FEEL NO PAIN
TEKKEN II HAS SHOWN THE WAY
TEKKEN II
A MEDAL FOR EACH VICTORY
a medal for each victory
THE MARK OF THE PISTON
PISTON
MY TROPHIES WILL SHOW MY COMRADES
HEIHACHI WILL AVENGE!
the sins of the son will be visited
HEIHACHI WILL RETURN
MY BRAVERY WILL BE REWARDED
I AM THE DEVIL SON KAZUYA
DEVIL SON
REVENGE
SONY
PlayStation
DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION
namco
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If you think that every 3D action game has to be like *Doom*, think again!

MDK







Dave Perry's Shiny Entertainment are best known for the *Earthworm Jim* games, but are now doing something different from the wacky, colourful style of those with *MDK* – a strange, dark game – and manage to inject a bit of originality into the 3D action game. Issue 180's Coming Soon feature was written by Dave Perry himself. This time we've got it ourselves!

BREEP! ZOOM HELMET ENGAGED!

Kurt's outfit may look strange, but it's really quite clever. His arm-mounted gun can be strapped to his helmet to switch the game into a special telescopic viewing mode. Kurt can now zoom his view in as far as he wants, then fire a perfectly accurate shot, right between the eyes of an enemy on the other side of the level who hasn't even seen him!



See that blip on the horizon? It's an enemy! Just put the helmet on...



And it's much clearer! He can't see you, so aim between his eyes...



And fire! Pop goes his head and he's down in one shot!









I'M FAAAAAAALLIIIIING!

Some sections of the game involve Kurt free-falling into the screen at high speeds. You don't have any control over his weapons during these bits – you can just dodge the missiles and other debris thrown out of the screen!



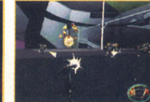






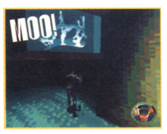








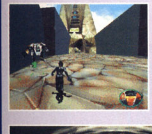


Here's proof that *MDK* is by Shiny – the *Earthworm Jim* cow! It lies in this cabinet with air bubbles coming out of its bottom!

CLEVER GIRL...

The enemies in *MDK* have a high level of artificial intelligence, and don't always act as you'd expect computer characters to. For example, when some enemies spy you at the top of a cliff, they run and hide behind rocks, poking their heads out every now and then to see what's happening, giving you just enough time to shoot them in the eye with your zoom helmet! There are also times that you can injure one baddie by shooting his foot, for example, and wait for others to come to his assistance!





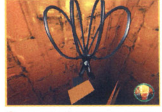


That enemy down there's seen you, and he's running for cover...

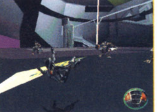
Just wait for him to peek round the corner and finish him off!

THE RIBBON CHUTE!

Another interesting part of Kurt's costume is the strange ribbon chute which he can use to slow his descent, much like a standard parachute. By using this cleverly, he can float across long chasms, grabbing hold of the ledge on the other side, or float safely to the floor!


The ribbon chute lets you glide around the level.

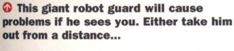



DUH... WHAT I DO HERE?

MDK is different from other 3D action games like *Quake* in that a bit more strategy can be used to progress. If you feel like it, you can run straight up to a big baddie, and try to destroy it by running around, shooting with your arm gun. Or you can stand at a safe distance, find a clear line, zoom in on his head, and kill him with a single well-placed shot. At other times, there's more than one way to get rid of baddies...




This giant robot guard will cause problems if he sees you. Either take him out from a distance...



Or shoot away the two supports for the door behind him, so that it falls and squashes him flat!

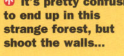








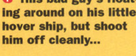
It's pretty confusing to end up in this strange forest, but shoot the walls...



And the fake scenery drops to reveal an alien base behind! It's a trap!




This bad guy's floating around on his little hover ship, but shoot him off cleanly...



And it's yours! Now you can fly around the level taking everyone else out! Brilliant!

NEXT MONTH...
MOST DEFINITELY KOMING!

It's been delayed quite a few times, but *MDK* is currently down for a mid-January release. Hopefully this means that we'll be able to review it in the next issue, but we've said that a few times before...





Maybe you think that it's impossible to be scared by a mere game. That kind of thing is reserved for Hollywood right?

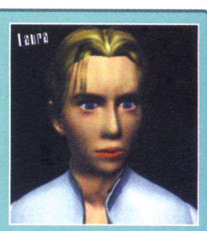
ENEMY ZERO (EO)



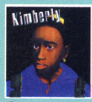
A year ago Warp were unknown. Now the Japanese can't get enough of them and their founder, Kenji Eno, as anticipation for the release of *Enemy Zero* mounts. This rapid change in fortune is entirely due to their first game D, an adventure created completely out of CG Graphics, which showed that rendered 'interactive movies' could actually be quite cool. *D* was too short, but aroused considerable interest in this much more ambitious sequel. Presently only a Saturn release is confirmed for December in Japan. Although confusingly, all these shots are from the PlayStation demo shown back at last year's PlayStation Expo. At the event, Warp sensationally ditched the PS version (which was then the leading format). The manner of this fall-out was remarkable – large video screen on their stand displayed Mr Irimajiri (Sega consumer division's No.2 in Japan at that time) announcing *EO* would be a Saturn exclusive after all! At the time, Warp were citing contractual disagreements for the move. Since then they've talked a lot about the technical differences between PS and Saturn that make *Enemy Zero* more commercially viable on Saturn (read fact box on compression issues). However, a PS version is not ruled out, as Acclaim are apparently handling this themselves. Which would, of course, require all Warp's source code – this is not a game you could convert from scratch! What a game it promises to be!

THE ALIEN ANGLE

You'd have to be thick to miss the parallels between the concept of *EO* and the plot of the first Alien movie. And the atmosphere of that cinematic classic is what Warp are trying to capture. The sexy, enigmatic player-character Laura is inexplicably woken from hypersleep on the long-haul space freighter AK-1*, much like warrant officer Ellen Ripley was on the Nostromo in Alien. The vast, gloomy AK-1 – which is split into four towers named after the seasons – seems cast from the same mould as the setting for Alien. The AK-1 also shares a Nostromo-style crew, and unlike *D*, Laura will be able to communicate and interact with six other characters. The other key character is a stylish black girl called Kimberly. All the rest are probably destined to be alien snacks for the ominous force that appears to have infiltrated the AK-1 in deep space. Stopping it is the basis for the game.



**Warp have yet to offer an explanation for how Laura is able to jump the several centuries that separate D and EO.*



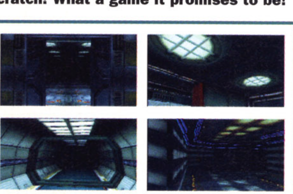








This time Laura is not alone. The characters pictured here are encountered throughout the game, and offer advice in key locations.



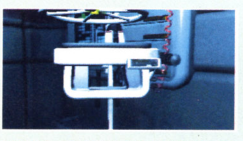
This is how the real time exploration sections appear on screen. Control is nowhere near as polished as id's games, but it works well.

SOMETHING REAL TIME

The most unpleasant aspect of CG adventures is that movement and options are always limited by what sequences have been pre-rendered. *EO* attempts to break that by incorporating real time gameplay. This is principally for 3D corridors that link the sections of the AK-1, but there are also open-plan service areas. Laura can't manipulate objects in these areas, apart from an energy weapon with which to protect herself from lurking real time presences. The intention is obviously to bring an unpredictability and tension to the game and it does.

POWERING UP

The common motifs of *D*'s puzzles were mystery and magic – hidden messages, astrological symbols, haunted pictures. *EO*'s motif is technology. As Laura explores the AK-1 she must restore power to areas shutdown by the main computer for hypersleep, including the lifts that take her between levels of the towers. She must also use the internal communications and database terminals programmed by Vexx Electronics. It all points to a much more complex game world than *D*.
























SIMPLE INTERFACE



EO, like *D*, has the simplest user interface imaginable. Laura will look at things, and you can get her to use them if possible. If a collectable object appears, she will automatically add it to her inventory. This can be brought up at any point as a series of icons, and a single command will see if they can be used in a particular situation. So the gameplay really relies on observation and lateral thinking.









Some situations require Laura to consult her inventory for assistance.

EO THEMES AND SKETCHES

For the all-important musical score, Warp have turned to Michael Nyman, one of Britain's foremost contemporary composers, with many major film scores behind him, including the Oscar-winning 'The Piano'. He has created background music, and characters themes. A CD of this is already on sale in Japan. Considering Nyman's reputation here, it could also be mean the first commercial game soundtrack release in the UK. We'll keep you informed on that one.






THE MOVIE CHANNEL

What makes *EO* an interactive movie rather than just an attractively-drawn adventure, is dramatic visualisations given to events in the game. Laura is stunningly realised — almost immediately do you forget she is nothing but a rendered image, she seems so real. The world isn't always viewed through her eyes, many of her actions are shown from clever angles and the camera positions a director would choose to create an effect.



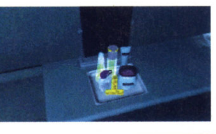





COMPRESSION ISSUES

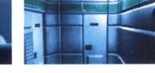
The amount of pre-rendered data created for *Enemy Zero* demands four CDs be used. Each of these has a capacity of 650MB, and even then JPEG compression and Warp's custom compression tools are required to make it fit. Warp claim the PlayStation cannot offer the same level of compression for the video to run in real time, and it will require 7 discs to bring the game to Sony's format. Whether Acclaim have the will – let alone the permission – to do this remains to be seen.






IF YOU HAVE MONEY TO BURN

Apparently, Warp are creating a very limited edition box set of *Enemy Zero* for the Friday 13th December launch. Around twenty of these wooden boxes will be issued, with the game and lots of exclusive *EO*-related materials from Warp. The cost of each? A cool $2000!

NEXT MONTH... GET READY TO SCREAM!

We already have a more finished version of the game here, which we're getting to know better in time for next month. Whatever your preconceptions about Warp's game, we can guarantee you'll be very impressed with the finished game.










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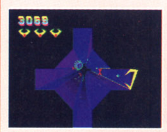
So incredible is this game, that for years it has been reason alone to possess a Jaguar. Soon that reason will longer exist!

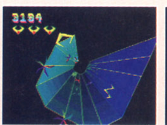
TEMPEST 2000

In recent months we've found ourselves recommending people buy Atari Jaguars at the rock bottom price of fifty quid or less. How could we possibly endorse a machine that is, dare we say it, dead? Well, our only condition is that you make sure *Tempest 2000* is free with it. £50 to own one of the greatest games ever made is bargain of the century! It's the ONLY reason Tom and Paul bought Jaguars (and at the time Paul bought his for £250!). Bizarrely though, the one thing that makes *Tempest* so brilliant is that it's designed specifically for the Jaguar hardware. The splashes of luminous particles, the warping oily effects and glowering wireframe graphics. We've never seen anything remotely like it on any other machine. However that's about to change. *Tempest 2000* is coming to Saturn...

PRECISION PLAY!

When you first play *Tempest 2000* you haven't a clue what's going on. Then, after a few hours play it clicks into place and suddenly you have the most addictive score game at your finger tips. You control the Claw which sits at one end of a 3D Web. Aliens crawl up from the far end in an attempt to get you. And you have to shoot them. A simple concept, but with 99 levels of increasingly lethal enemies it provides hardcore reflex testing action. All this precision gameplay looks to have made it onto Saturn intact.







There's a variety of different shaped webs, some more difficult than others. That cross shaped one on the left, for example, is a real toughie!

LIVING COLOUR!

From the screenshots *Tempest 2000* may seem graphically basic, but when moving it looks totally incredible. The stylish vectors of the antique original have been transformed into rave-laser effects drenched in blinding phosphoric explosions. Reproducing these pyrotechnics is surely a tough task for any machine without the Jaguar's custom hardware. However, the Saturn's polygon and sprite abilities have so far replicated the look to amazing effect.



The unique vectors of the original remain, but now it's like a laser lightshow spectacular.

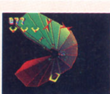
KICKIN' TUNES

Tempest 2000's high-energy rave music was incredible. All the more so because it was running off a Jaguar cartridge. Naturally, the Saturn can just play the music straight off CD. So far only the first tune is in there, it's a remix (as featured on the not so-perfectly done PC conversion) and we're not sure we prefer it to the original. But it's still excellent.

BONUS WARPS!

An essential factor to *T2000*'s brilliance was the warp levels. By collecting enough bonuses you gained access to these incredibly hypnotic stages which allowed you to skip past levels. Gaining access to the warps was a driving force behind the game and the visual effects they used were so incredible, they should almost have been illegal! These stages have yet to be seen on Saturn and how they turn out will be essential to the game's success.









Progressing through the levels, the enemies get more lethal. Electric sparks, UFOs, even reflective mirrors!



Three warps to enter the bonus level. How's it gonna look on Saturn?

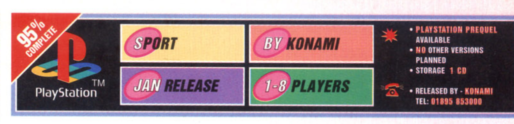
Imagine the scores, messages, and explosions cascading out of the screen. That's *Tempest 2000*!



NEXT MONTH...
GET READY FOR THE STORM!

Perfectly converting *Tempest 2000* is going to be a herculean task, However, the process is so far going brilliantly. And if it succeeds, Saturn owners will have one of the maost amazing games ever. Next month we hope to find out if it's so!



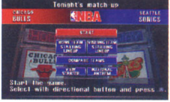


You may think that basketball games reached their peak with *Total NBA*, but this could prove you wrong!

NBA: IN THE ZONE '97

The first *NBA: In The Zone* game was released in March, at around the same time as Sony's *Total NBA*. While Konami's game is undoubtedly more fun to play, *Total*'s graphics were enough to impress most basketball fans into buying that instead. This time, however, it's different. *In The Zone '97* looks every bit as good as *Total NBA*, and plays even better than it did before!

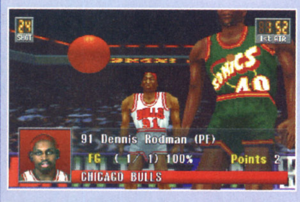






IT'S OFFICIAL!

While nearly every basketball game carries the official NBA licence, they don't all boast that every player on the court looks just like their real-life counterpart. In *NBA: In The Zone '97* however, each polygon man has got the correct face texture-mapped on him, making it even more accurate than ever!





ALL-NEW FEATURES!

Other new features include the players having stamina ratings, which decrease as they play. As you'd expect, players occasionally need to take time out on the bench to recover, adding more tactics to the way the game is played. You can also create your own team of players from any of the 29 NBA teams featured, or even make a new player totally from scratch!











The replays show off the faces of the players, as well as how realistic the animation is. The views change to low-down camera angles which spin around the court!

HOW ABOUT A GAME OF HORSE?

While we don't want to tell you everything about the game already, you might like to know that there are also mini training games. You can have a go of plain One-on-One or even try out "Horse", which means nothing to non-basketball players at all!





There are lots of options to play around with once you've selected your two teams for the game.

STUNTS AS WELL!

In The Zone's biggest advantage over *Total NBA* was that the players could spin past danger, change hands at any time, and do a few other little tricks which made it more interesting to play. The '97 version adds more moves and improves on the first game's animation, with the players leaning into their turns, stumbling and falling realistically, banging into other players and doing some really impressive dunks. Also, some of the more famous players perform their own custom moves!



There are set buttons to force all your players into defensive mode.



The court is now reflective, just like those in Total NBA.



This is Dennis Rodman going for a jump shot. As this is a replay, he scored!

NEXT MONTH... FROM DOWNTOWN!

NBA: In The Zone '97 is already close to being finished, meaning that it'll definitely be complete in time for a review next issue. It seems as though Konami may have the best basketball game so far on their hands!








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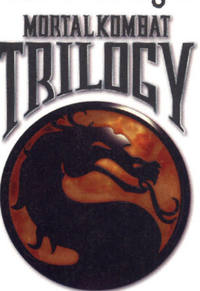
NINTENDO 64

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Mortal Kombat keeps koming! Last month it was PlayStation *MK Trilogy*, and this month we've got two more games! But this is the big one – 64-bit *Kombat*!

When the Nintendo 64 was first announced, one of the most exciting ideas for a game was *Mortal Kombat 64* – what would it be? Would it be 3D? Would it have new characters? The name of the game's now changed to *Mortal Kombat Trilogy*, and it's also been released on the PlayStation, so a bit of the excitement's gone – but just imagine what a 64-bit version of *Mortal Kombat* could be...

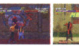






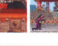














SECRET BONUS FATALITIES!

Here's an interesting feature we've found! Once you've performed a Babality on someone, immediately tap in another secret code and they'll turn back into adults, then explode giving you a Fatality message! Strange or what!



Noob Saibot wins! "Waaah"... "Splat!" Fatality!







BONUS BACKGROUNDS!

N64 *MKT* has most of the backgrounds from the old *MK* games, but with a few additions. There's now a version of the original Pit set at night, with stars in the sky, plus a similar version of Pit II.



BOSS MURDER!

Using cheat codes it's possible to play as Shao Kahn or Motaro briefly, but they're slightly different to the PlayStation version of *MKT*. They don't seem to have had as much time spent on making them "real" characters, as moves and animation are missing. But as an added bonus, both bosses now have fatalities!



CHOOSE YOUR DESTINY!

Mortal Kombat Trilogy on the Nintendo 64 has got 26 playable characters from the beginning, plus 4 secret fighters. These hidden characters are Ninja Smoke, Khameleon (now a female ninja), plus Motaro and Shao Kahn. If you do your maths, you'll figure out that that's at least seven characters fewer than the PlayStation version. But by far the biggest and most confusing omission is that Sub Zero – the most popular character in the game – is completely missing! Is that weird or what?





In the N64 version of *Mortal Kombat Trilogy*, Khameleon is a female ninja, unlike the male on the PS. She changes into different fighters during the game.

TRILOGY ENHANCEMENTS!

And as you'd expect, the main new *MK Trilogy* features are included here – the Aggressor bar and the Brutalities. Charge your Aggressor bar up and perform extra-damaging attacks, then finish your opponent with a massive combo ending in them exploding!





MORE MOVES!

N64 *MK Trilogy* features all of the new moves which are in the PlayStation version, meaning that Kano's got a new spinning roll, Baraka's got his blade spin, Raiden's got reverse lightning, etc.; a few characters have got enhanced "red shadow" versions of existing moves; and there are some new fatalities as well!



Cage's new fatality kicks their chest out!



Masked Sub Zero can perform regular Sub's ice.

NEXT MONTH... STILL KOMING!

Now that Mortal Kombat Trilogy is out in the USA, we've given it an import Mini Review towards the back of the magazine. We'll keep you informed about any developments on the UK version of the game before its release.



Meanwhile down at the SHOCK BUSTERS...
This'll do the trick...
REVENGE of the CHICKEN Blood VAMPIRE
Norm's the name, sensible viewing's the game. Watch that and you'll turn into a zombie!
NORM
This is what I call in-home entertainment. There's no gore, no harsh language and no bimbos.
LEARN CHESS. with Ivor Pawn
TWIX
CRUNCH!
CRUNCH!
Horror movies are bad for your telly– they'll give it nightmares!
CRUNCH!
Now this is what I call in-home entertainment.
Later that evening...
TWIX
a BReak FROM The NORM

SUBSCRIPTIONS

SUBSCRIBE TO CVG AND SAVE OUR BRAIN!



While there is no question that CVG is the most fantastic games magazine in existence, it would be foolish for us to pretend that such a godly tome could be constructed by mere mortals. The team whose photos you see each month, do indeed exist. In reality though, they are no more than husks. Automatons if you will, all moving with a single purpose – the purpose of the CVG HIVE BRAIN! This mighty mind, more ancient than the solar system, sits immobile in its giant aquarium. And yet it does not need to move. For by thought alone it guides its fleshy puppets to create CVG, that it may spread its supreme goodness *to the World!* To ensure perfect working harmony, each member of the team has a slice of the Hive Brain inserted in their skull. All except one – Phil Dawson. His tiny cranial cavity is allergic to brain, and so he is free from the unity of The Hive... free to reak havoc! And so it was, that two days ago he fell into the brain tank. "Ah wus cleanin' sum leafs owt of da worta," he spluttered. However, things get worse. Overcome by primal instinct, Phil *ate a precious chunk of the brain!!* Nooooooargh!

NOW THE EARTH IS AT THE MERCY OF A MASTER-BRAINED MONKEY!

Our brain damaged, The Hive is in turmoil. Ed keeps banging his head, Mike keeps wetting himself and Paul only eats rusks (no change there). Worse still, having devoured our exalted brain's vital pineal glands, Phil has become a criminal genius. Now he has built an orbiting death saucer to destroy Earth. "So ah can free da moon!" And there's more. In its pain, the Hive Brain has revealed to us that it is pregnant with a new staffwriter! But in its weakened state it is unable to put the maggot through its final pupation stage. There is only one hope – you must all read CVG! By filling your minds with the words of the Hive Brain, you can restore it to full strength. Then, charged with psychic froth, it can force Phil's body to reject the chunk of brain, reverting him to primate form. Subscribe to CVG. We'll give you 12 issues for the price of 10 (to increase voltage) and you'll get your copies before they hit the shelves (Hive-member privilege). But hurry, before our brain is... yeep oop... irreparably... prooop... damoooged.

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Yes o'mighty brain. I will protect your sibling. I wish to subscribe to CVG and I enclose a cheque/ postal order, international money order or by Access/ Visa payment,

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BACK ISSUES!





SEPT '96 # 178

The 3 greatest games ever! *Mario 64*, *NiGHTS* review, *Quake* review and feature, *Virtua Fighter 3* report, *Pilot Wings 64*, Capcom interview, *Soul Edge* moves list, *Quake* tips, *Track and Field* tips.

OCT '96 # 179

Complete *NiGHTS* players guide, *King of Fighters '96* moves list, every *Virtua Fighter Kids* move and cheat, *Street Fighter 3* technology revealed, *Mortal Kombat Trilogy* on PlayStation.





01858 468888

Our friendly operators are eagerly awaiting your call!



NOV '96 # 180

FREE: *Tekken 2* and *Fighting Vipers* double-sided poster! First *Virtua Fighter 3* moves list, *Die Hard Arcade* moves, *Mortal Kombat Trilogy* on N64, *Crash Bandicoot* review, *Tokyo Game Show* special report.

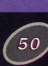
DEC '96 # 181

First *Mortal Kombat Trilogy* moves list, plus cheats, and hidden characters, JAMMA arcade show report, *Mario Kart 64*, *Wave Race 64*, Arika interview.

computer and video games
HOT CONSOLE RACERS!
AM SHO

EARLIER ISSUES ALSO AVAILABLE!





computer and video games

THE NEW YEAR STARTS WITH AN EXPLOSION!
STREET FIGHTER 3!!
TEKKEN 3
FIGHTERS MEGAMIX!
RAGE RACER
TIME CRISIS SOUL EDGE
KILLER INSTINCT GOLD

NEXT MONTH

© CAPCOM

ISSUE No. 183 OUT ON JANUARY 10TH

Dear storekeeper,
I'm comin' ta get ma copy of Computer and Video games. And ain't nothin' gonna stop me. So get away from it, you newsie! Over and out!

NAME ....

ADDRESS ....

....

SIGNED ....

DATE ....









CHECKPOINT

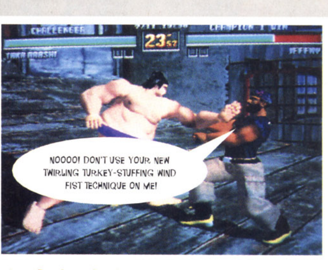
The month's events and software releases at a glance. **Dec - Jan**

Checkpoint is here to let you know exactly what's going on in the world of video games this month. All the game releases and events, as well as the chance to win some free goodies!

If you still haven't made up a Christmas wish list, here's your last chance! Take a look down the list, cross the blue ones off your note to Santa and put the red ones right at the top. Of course, most of the major Christmas games are already out – *Tekken 2, Formula 1, NiGHTS, Worldwide Soccer '97, WipeOut 2097, Virtua Cop 2, C&C: Red Alert,* and the rest – all of which you should already have on your list. As usual, there aren't many releases scheduled for January, but there are a few biggies, *Dark Forces 2* and *Dungeon Keeper* on PC especially. Expect to see a few pre-Christmas releases slipping and joining them on the shelves in the New Year.

Every games player, no matter what machine/machines he/she owns, has a difficult task of choosing from the multitude of excellent games to get this month, but it's not exactly an unpleasant choice to make! If only we had this kind of selection all year round!

Whatever you do, don't forget: games are for life, not just for Christmas. Peace.

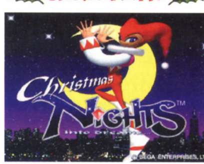


ATE INTERNATIONAL

21-23rd January 1997
Earl's Court, London

This is the nearest that we in Europe get to the JAMMA arcade show in Japan. Last year, a few big arcade games were available to play before they were properly released, including *Soul Edge, Tokyo Wars, Fighting Vipers, Virtual On,* and lots of noisy one-armed bandits. Hopefully this year we'll finally get to play *Tekken 3* (okay, it's not very likely), and try out all the games featured in last month's JAMMA show report! If there's anything particularly special there, you'll no doubt see a report in a forthcoming CVG.





25th December 1996
The whole world over

This event was set up to commemorate the birth of Christ, but has now developed into a big commercial event, meaning that plenty of video games are bought. We understand that lots of big games, including *WipeOut 2097, Christmas NiGHTS, Virtua Cop 2, Tekken 2* and *C&C: Red Alert* will be popular this year and we're certainly looking forward to this period. Of course, CVG will be there eating food, watching TV and playing games, and we'll hopefully have a report for you next issue (!).



Every month we get our friends at HMV headquarters to provide one of the top releases for the Saturn, PlayStation and PC. If you fancy a free game, enter one of our mad little compos here!



DESTRUCTION DERBY 2

To win a free copy of Psygnosis's excellent smash-em-up driving game for the PlayStation, simply draw us a picture of the ultimate car of destruction! If we agree that it would be the winner in a *Destruction Derby* challenge, you get the game!
Mark your entries: I AM DESTRUCTOR!

MDK

While the most common guess at what *MDK* stands for in the title of Shiny's amazing PC CD-ROM game is "Murder Death Kill", we want to know what YOU think it means. The sender of the most entertaining answer wins a copy of the game!
Send to: MINDLESS DRIVEL KOMPETITION

VIRTUAL ON

Virtual On in the arcade is controlled with a double joystick. We want you to design an excellent new controller for the video game of your choice! Tell us the game it is used for, plus how it works, and the best entry will win a copy of *Virtual On* for the Saturn!
Send it into: ACTIVATOR MARK 2

Send entries with the name of the compo at the top to:
CHECKPOINT #182 FREEBIES, Computer And Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

WINNERS! WINNERS! WINNERS!

The winner of FIGHTING VIPERS is...

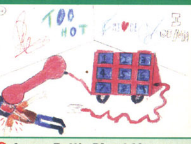
James Butt from Surrey for his *Fighting Vipers* PepsiMan replacement character of the phone with wheels from the Direct Line Insurance adverts! He can do moves such as the"Phone Head Jab" and "Down The Line Electrocution" and can even phone his friends up to come and help him out. Congratulations James, but please don't send us any more creepy letters begging to win competitions. They don't work...

The winner of CRASH BANDICOOT is...

Lee Anderson from Norfolk for his incredible idea for a platform game character: "Minstrel Mantaray". Minstrel can slap enemies with her wings or even shoot electricity from her tail. Great! If there's ever the need for a new platform character, we reckon this could be a chart-topper. She's certainly a better character than *Cheesy the flippin' Mouse* any day.

The winner of QUAKE is...

Andrew Davis from Suffolk for being so cheeky as to enter all three competitions with the most feeble entries we've ever seen. His *Fighting Vipers* character was Bertie Bassett (two sentences about him), his platform game character was too rude, and his *Quake* name is Jo Guest. Rubbish. Andrew, have a copy of *Quake* and learn what real life is about. But then again, yours was the only entry we got on time.



James Butt's Direct Line Insurance phone in *Fighting Vipers*.

KEY: Red Christmas! Get it! | Blue Rubbish! Run away from it!

GAME NAME	COMPANY	FORMAT
4 December		
Mortal Kombat 1&2	Acclaim	Saturn/PlayStation
5 December		
ISS Deluxe	Konami	MegaDrive
Panzer Dragoon	Sega PC	PC CD-ROM
6 December		
Cheesy	Ocean	PlayStation
Broken Sword	Sony	PlayStation
Clandestiny	EA	PC CD-ROM
Disruptor	Interplay	PlayStation
Command & Conquer	Virgin	Saturn/PlayStation
Ecstatica	Psygnosis	PlayStation
Lands Of Lore 2	Virgin	PC CD-ROM
NBA Jam: Extreme	Acclaim	Saturn
NHL '97	EA	Saturn
PGA Tour Golf '97	EA	Saturn
Privateer: The Darkening	EA	PC CD-ROM
Reloaded	Gremlin	PlayStation
Robotron X	GT Interactive	PlayStation
Street Racer	Ubi-Soft	PlayStation
Tempest 2000	Interplay	PlayStation
Tempest X	Interplay	Saturn
Transport Tycoon	Microprose	PlayStation
Victory Boxing	Virgin	PlayStation
WWF - In Your House	Acclaim	PlayStation
11 December		
Power Move Pro-Wrestling	Activision	PlayStation
Interstate '76	Activision	PC CD-ROM
13 December		
Commanche 3	EA	PC CD-ROM
Grand Theft Auto	BMG	Saturn/PlayStation
War Gods	GT Interactive	Saturn/PlayStation
19 December		
Toshinden URA	Sega	Saturn
Sega Ages	Sega	Saturn
20 December		
International Rugby League	EA	PC CD-ROM
NBA Live '97	EA	Saturn/PlayStation
Ultimate Skidmarks	Codemasters	PlayStation
27 December		
Crusader: No Remorse	EA	Saturn/PlayStation
Die Hard Trilogy	EA	PC CD-ROM
NBA Live '97	EA	PC CD-ROM
December (No set release date)		
Discworld 2	Psygnosis	PC CD-ROM
Marvel 2099	Mindscape	PlayStation
Star Trek Generations 2	Microprose	PC CD-ROM
Star Trek - Klingons	Microprose	PC CD-ROM
7 January '97		
Sega Rally	Sega PC	PC CD-ROM
24 January '97		
Legacy Of Kain	BMG	Saturn/PlayStation
January '97 (No set release date)		
Air Warrior 2	Interactive Magic	PC CD-ROM
Crow - City Of Angels	Acclaim	Saturn/PlayStation
Dungeon Keeper	EA	PC CD-ROM
Heart Of Darkness	Virgin	PC CD-ROM
ISS Deluxe	Konami	PlayStation
Jedi Knight: Dark Forces 2	Virgin	PC CD-ROM
NBA - In The Zone '97	Konami	PlayStation
StarCraft	Zablac	PC CD-ROM
Suikoden	Konami	PlayStation
X-Com Apocalypse	Microprose	PC CD-ROM
X-Wing Vs TIE Fighter	Virgin	PC CD-ROM





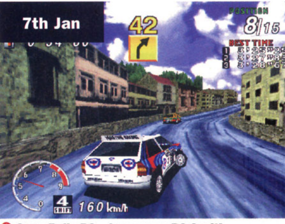




Command & Conquer – console versions at last!



Privateer: The Darkening – with Brian Blessed!



Sega Rally PC – buy a new PC for it!



Dungeon Keeper – will it ever see the light?

GOD REST YE MERRY GENTLEMEN...

...Every month our dear, dear friends at HMV, Doug and Darren, help us out by cheering us up whenever we talk to them. They also provide the games for us to give away in Checkpoint, as they're so nice. So from all of us here at CVG, and all of you readers as well no doubt, a big Christmas carol cheer of "Hooray for Doug and Darren, the two wise men of HMV headquarters!". And if a game release slips, it's not our fault.

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Stand up virgin soldiers, 'cause this is no drill! We're going to war and you've been enlisted for the front-lines. Attack!

COMMAND & CONQUER

In war, there is no winner. Blood is spilled, innocent lives are lost and chocolate is practically impossible to get hold of due to rationing. But among the death and debris, war isn't all that bad. Starburst pyrotechnics are better than any firework, tanks never have the hassle of finding a parking space and everyone gets given a free gas mask! Better still, if you side with the GDI or Brotherhood of NOD, you get to experience the adrenalin rush of front-line fighting without so much as a battle scar, and even get to take control of some of the coolest weaponry around. Surely that beats signing up for the territorial army any day?







DO AS YOU'RE TOLD!

Troops aren't toy soldiers who will only attack when told. They're artificially intelligent and will engage an enemy unit if it comes too close, and even stand their ground when outnumbered. Units can be given orders other than attack too. Unarmed vehicles such as the Harvester can be given an armed escort to protect against enemy attack and troops can be ordered to concentrate fire on a specific spot, making it easier to set up ambushes on bridges and tight canyons.

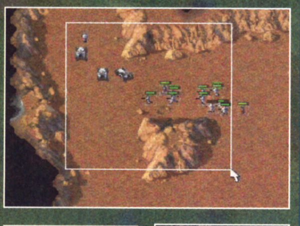






MISSION CONTROL

One of the obvious differences between the PC and next generation console versions of *Command & Conquer* is the control system, which was originally driven completely by mouse. All that has changed, and now the joypad takes care of everything. It works surprisingly well too. While it's a bit slow to pick up at first, buttons can be configured to automatically switch between units, which speeds up the laborious process of manually flicking between troops and vehicles.





CLICK AND CREATE

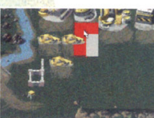
Building up a base camp is a slow and costly process. Starting with the mobile construction yard, then a power plant to supply electricity. Ideally, a barracks is next on the construction line, to provide a means of defence. The Tiberium refinery is developed to ensure a steady cash income, by which time the basics have been built and it's time to concentrate on luxuries. Weapons factories and supply runways are capable of building tanks and other armoured vehicles, while defence lasers and attack helicopters are constructed to patrol and protect the perimeter of the HQ.

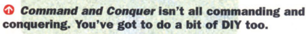
Soon you could have an army as big as this. Coo.











Command and Conquer **isn't all commanding and conquering. You've got to do a bit of DIY too.**

TWO SIDES OF WAR

Choosing between the Global Defence Initiative and the Brotherhood of NOD determines more than just the little guys' uniforms. They are essentially two different games, and, as such, come on two separate CDs. Side with the GDI and you're faced with the uphill struggle of fighting across Northern Europe, while the NOD must steadily progress through the Far East. Objectives are surprisingly varied too, and as the GDI try their best to protect the innocent, the NOD bad guys are free to go around creating havoc.

Hi, this is Edge from U2 here. Me ol' mucker Bono has asked me to say how great *C&C* is, 'cause if I don't he won't give me my hair back! Erk!









ARMY MOVES

Although *C&C* is a strategy game, it's a far cry from the stereotypical hex-based epics which are about as much exciting as watching a re-run of Pets Win Prizes. Nope, this baby is fast 'n' furious all the way, with real-time action and some wickedly difficult missions to complete. Thankfully it's not all trigger fingers and rocket launchers though, and success is only achieved by crafting a detailed battle plan and outwitting the enemy, while at the same time gradually building up your home base to ensure a steady supply of troops and vehicles.

Forget the boring strategy game of old, this baby rocks!

TANKS A LOT

Okay, so you've got a few blokes with machine guns, how about something a bit heftier...

Humm-Vee



Okay, so it's a weird name, but give the poor jeep a break. This little beast is ideal for scouting out blanked-out terrain.

Dune Buggy

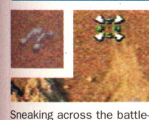


Take this baby out onto the dirt track and churn some mud, fly-boy. Or use it to take a sneaky look at the enemy base. Oh.

Assault Cycle

A bike? With rockets!?! Yup, it's the NOD's equivalent of a Raleigh Grifter with a couple of fireworks strapped to the handlebars!

Stealth Tank



Sneaking across the battle-field thanks to a funky cloaking device, this beast fires off missiles.

Construction Vehicle

The centre of every home base, this is the unit responsible for constructing additional buildings.

MIAI Abrams

The most common GDI armoured vehicle, the Abrams combines speed with impressive firepower.

APC



Perfect for dragging a handful of army blokes into battle before nipping back to home base.

Mobile Artillery

This long-range cannon is extremely good at razing buildings to the ground and also nuking enemy tanks.

Pyradon Flame Tank

The perfect anti-infantry weapon, the flametank may be slow but it's certainly hot-to-trot.

MLRS

The army's equivalent of Mr Muscle – looks weedy, but packs a hefty punch.

X66 Mammoth Tank



This baby is a monster. Armed with rocket and dual cannons, do not mess...

M2-F Bradley



This NOD light tank is only armed with a puny machine gun, which is naff really.

PLAYSTATION VERSES SATURN

Sorry Saturn, but the PlayStation version of *C&C* is slightly better than the Sega effort. The PlayStation game boasts more levels, and also video play-back is also marginally better on the PlayStation. Oh well.



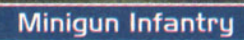
Playstation



Saturn

ACTION MEN

Troops are the backbone of any decent army, so build a barracks get get training them grunts!



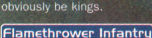
Minigun Infantry



If *Command & Conquer* was a game of chess, then these little fellas are the pawns.

Grenade Infantry

If *Command and Conquer* was a game of draughts, these blokes would obviously be kings.



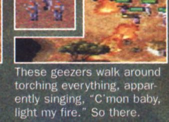
Rocket Infantry





And if *Command & Conq...* Forget it, these guys carry rocket launchers and are quite hard, okay?

Flamethrower Infantry



These geezers walk around torching everything, apparently singing, "C'mon baby, light my fire." So there.

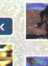
Commando



"Uh... I'm not too bright, right... but I, er, can shoot fings good..."

Engineer

These blokes are handy with tools, and can knock up a nice shed in minutes.

















REVIEWER

Sheer brilliance. What was an exceptional title on the PC is now a brilliant console game, and one which offers more than its home computer counterpart. With more missions than ever before, especially as the PlayStation version features an extra 10 all-new objectives, *Command & Conquer* is crammed with enough variety to keep players engrossed. It's surprisingly accessible too, especially for a strategy game, and because the missions are well structured, novice players are gently introduced to the delights of war-gaming before going onto tackle some of the tougher campaigns. My only gripe is with the control system: anyone who's played the PC version will find the joypad less responsive than a mouse, and as such controlling your army is a bit slow and awkward. However, the quick command and short-cuts are easily enough to master, and with a little practice you'll be shouting orders like Stormin' Norman! 'Tenshun!

ALEX SIMMONS

ANGOLA

RATING HIGH FIVE!

***Command & Conquer* proves strategy games don't have to be dreary – PlayStation wargaming at it's very best, and a smart choice for the Saturn.**





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Sitting comfortably? Right then – BOO!! Okay, so that wasn't very scary, but this awesome fright-fest from Gremlin most definitely is...

Realms of the Haunting

With the awesome phenomenon that is *Quake* continuing to clog up networks the world over, it's inevitable that other companies will attempt to cash-in on id's success with their own lacklustre 3D blasters. However, despite initial (and incorrect) impressions to the contrary, Gremlin's stunning *Realms Of The Haunting* is not one of those sad, under-nourished wannabes. Instead, it's a dark tale of suspense and horror more akin to an old-style graphic adventure, albeit one tarted up for the mid-90s with an impressive first-person 3D engine – oh, and the odd spot of enjoyably bloody monster mashing...








GOOD E-E-E-E-EVENING!

Things aren't looking too bright for Adam Randall, *ROTH*'s hero, as the the game begins. For a start he's been plagued by intense, recurring nightmares and even worse his dad, a vicar, has recently passed away in mysterious circumstances. Adam's investigations soon lead him to a manor house in the remote Cornish village of Helston. where he discovers that his father was dabbling in things best left alone. Before he knows it, Adam is on a quest not only to save his father's soul, but to prevent the world from being taken over by demons!




ME BRAIN 'URTS!

Don't be misled by the sexy 3D graphics and pointy-toothed demons – *ROTH* is first and foremost an adventure in the classic mould. As Adam explores the manor he collects various items which, if used at the correct time and in the correct place, will solve puzzles, open locked doors and reveal hidden secrets. The control system is superbly designed, and a lot friendlier than most. For instance, if you have the right object needed to solve a puzzle then you'll automatically use it, avoiding those tedious 'Use everything on everything until you get it right' situations.







Look! Three health potions! Will monsters appear if I take 'em? Hmm, it's a possibility...














THE WRATH OF MY STAFF!

As well as the nifty 3D engine, which lets you do *Quake*-like manoeuvres and more besides (although the monsters are sprites as opposed to polygon-based), there's an assortment of 15 weapons for you to pick up and use against the 20 species of horny demons populating the manor's halls and chambers.



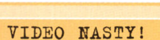



BEHIND YOU!



Unlike in *Quake*, *Doom* and all the other 3D shoot-'em-ups, the monsters in *ROTH* are used sparingly to spice up the adventuring. Typically they appear, swirling up out of the ground, screaming, just after you've solved a puzzle or picked up something useful so be cautious. Adam's no match for the dark hordes in a one-on-one fight, so you'll need to be quick and use your brain to survive!





VIDEO NASTY!

Punctuating the first-person exploration sections are video sequences which mix real actors – 'captured' against a blue screen – with computer-generated backdrops. These pop up at key moments to help push the plot along, and are much better than those in other games for a couple of reasons: (a) they're quite well acted; (b) they're generally brief, so they don't hold up the action!



Who is the mysterious beauty who appears in Adam's fevered dreams?

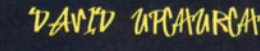


That post-pub curry seemed like such a good idea at the time, but now... And worst of all, the manor house's loos aren't working!

REVIEWER

***ROTH* is arguably Gremlin Interactive's finest game to date. It's certainly their spookiest! The intriguing storyline soon drags you into the action, and the game is cunningly structured so that it always pushes you on towards the next shocking plot twist. The 3D engine, developed by the Micro Goblin's retro pin-up, Tony Crowther, is truly stunning, boasting some beautiful, atmospheric lighting effects, and best of all it runs fine even on a 486 (albeit in low res). The video sequences are brilliant too, setting the scene and moving things along nicely without ever getting intrusive or boring. My main grumbles are that the puzzles are occasionally a touch obscure and that the demons are a touch thick at times, unable even to navigate their way through an narrow doorway – although there are times when your survival depends on this fortunate stupidity! However, these are just minor blemishes in an otherwise flawless adventure.**

DAVID UPCHURCH







An absorbing, atmospheric and often genuinely spooky blend of RPG, adventure and 3D shoot-'em-up. Play it with the lights on and a change of underpants to hand!






"Three fantastic games
If you only buy one game

"One of the most expansive and explosive action titles to date."
PlayStation Magazine

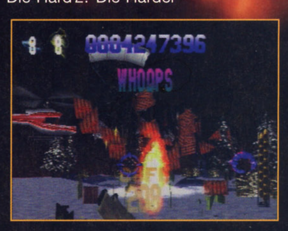


RUN, SHOOT, & DRIVE THROUGH

Die Hard



Die Hard 2: Die Harder




IE
O G Y
RD


0002209900
BOMB CAR


PlayStation


SEGA SATURN


WINDOWS 95


FOX
INTERACTIVE







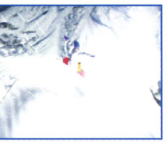
SNOWBOARDING | BY UEP SYSTEMS | OUT JANUARY '97 | 1 PLAYER

- PRICE £44.99
- JAPANESE IMPORT VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - SONY TEL: 0171 287 7803

"Coooooool Boarders! Go for it!" This truly is the most exciting snowboard game ever!



It's strange that there's not yet been a decent home snowboarding game released here, especially considering how popular the sport is in this country during the winter. But here's *Cool Boarders*, straight after Namco's System 22 *Alpine Surfer* was released in the arcades, and even though this is controlled with a joypad rather than a full-sized board, it's a lot better! As the wise words on the box say, this certainly is an "Exciting Snowboard Game!"







CHOOSE MANUAL OR AUTOMATIC SNOWBOARD

Before each run you get to choose how your character looks, whether they're male or female, what clothes they're wearing and which board they're going to use. Looks make no difference to the way the game plays, but your choice of board does: Freestyle boards are slow but light and easy for tricks, All-round boards are a bit faster and a bit heavier, and Alpine boards are super-fast but rubbish for tricks, partly because they are flat at the tail. Choose wisely to win the cups!







Once you've got all three gold cups on a course, you get one of three extra-cool boards!

LET'S MAKE A TRICK!

The main skill in *Cool Boarders* is learning to perform tricks. At set points along each course there are signs displaying the message "Let's make a TRICK!", which are your cues to start preparing yourself for take-off. When the jump button is held, your boarder crouches to power-up, during which time you must hold directions on the pad to set the speed and direction you twist. When in the air, the two R buttons combined with the pad initiate different grabs. If you land your trick, points are awarded by the robo-judges.









When you watch a replay of a run, the names of each trick you performed appear at the bottom of the screen. This bit looks particularly impressive.



IIIIIT'S SHOWTAAAAAIME!

It's slightly unfortunate, but *Cool Boarders* features exactly the speech you'd expect from a snowboarding game – stuff like "Wow! Nobody can do tricks like thaaaaat!" and "Coooooool!" a lot. It's some of the most tragic and annoying speech so far in a game, but adds to the excellent cheesy feel of the game perfectly! It's totally radical, dudes!







Ed's favourite move for impressing the judges is a 1260° turn with Stalefish!







Radion Automatic (remember him?) likes bashing his head into the floor a lot.







REVIEW






Big Mike's speciality is a 360° Misty! That's one rotation forwards, and one twist!

This trick ramp is on the roof of a hut! Don't miss it, or you can't get any points!

PLEASE SELECT A HILL!

There are three different courses in *Cool Boarders*, with three cups to be won on each: One for getting the fastest time for the whole course, one for getting the highest total trick points, and one for getting the highest overall points. Collecting these cups can be quite a challenge, but complete them all and you get the extra Special Course!

At the end of the Special course, there's a big slope with an enormous jump!

After a run, you get the option to save a ghost image of yourself to race against!

NOVICE



A very simple course with fairly gentle bends and some trick ramps with long run-ups, making it good for points.

ADVANCED










A few hard sections, but mostly easy going. There's even an alternate route along the very edge of a cliff!

EXPERT






Near vertical slopes, hairpin bends, gaps in the cliff, big drops, and too much speed! There's also some nice scenery!

SPECIAL




If you thought the Expert track was hard, just wait until you get a go on this!

REVIEWER

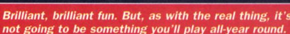
This is a good example of gameplay being better than graphics. While it doesn't look apalling, the pop-up and overall quality of the scenery isn't up to the usually high PlayStation standards. But – and this is the important part – it's loads of fun to play! The control of the board is excellent once you get the hang of it, with the drift on the snow being just right and the weight of the boards being great. The challenge of beating the best times and scores on each course requires some practice, and the rewards of new boards and an extra course are worth the wait. The tricks seem very basic to begin with, but after a while you'll learn exactly how long to hold each direction and button to get the speed of the turns just right. It's a hard game to recommend that someone spends over £40 on, but is one that's well worth playing a lot to get into. If you don't mind that you won't be playing it for longer than a few weeks, get it. Hire it out and you'll have a lot more fun.

ED LOMAS

RATING







Brilliant, brilliant fun. But, as with the real thing, it's not going to be something you'll play all-year round.







First devised as a concept for the Mega Drive 32X, coders Lemon have taken their impressive voxel-based 3D routines to the Saturn to produce a stunning landscape, both over and under water! Various missions objectives are set in battle arenas ranging from the ocean to wastelands and cityscapes. Pursue escaping enemy vessels. Take down outposts singlehandedly. Locate some extremely difficult secret bits. *Amok* would appear to have it all!

DUAL-PLAYER FRENZY

Not only does *Amok* have *Doom*'s control mode, it's also very similar in its two-player action... only with a split-screen. Despite handling twice as much data, there's very little speed difference between this and the one-player game.





Two-player mode features all of the detail of the solo-participant experience. And it's almost as fast too. Pretty good eh?

ONE-ON-ONE

Essentially the same as Doom DeathMatch. Two of you enter the arena. Only one leaves. The biggest difference between this and *Doom* is the fact that the enemy are still gunning for you too.





VOXEL CAVALIER

Amok uses "voxels" to create its 3D landscapes. Polygons and texture maps are thrown out of the window, making for a blockier terrain. On the upside, it's a lot faster than polygons with little pop-up. Visual effects such as underwater haze and lens flare are included making for a graphical festival!







3D SHOOTER | BY SCAVENGER | JAN RELEASE | 1-2 PLAYERS

- PRICE £TBA
- PC CD-ROM VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY - SEGA TEL: 0181 996 4620

Amok? What is it? Try weapons-packed technofrog aiming to destroy an evil empire bent on post apocalyptic world domination! Watonga!

AMOK

COOPERATIVE

In this game mode, the missions objectives remain identical – there's just two of you teaming up to do the same job, only with a ramped up difficulty level. Very compelling stuff.



Help each other out in this game variation.

You get your obligatory range of different camera angles too.

SECRETS OUT

The secrets system in *Amok* basically involves shooting big mountains or walls and seeing if they explode. If they do, copious power-ups are yours. On later levels only high-power artillery exposes the weapons caches.



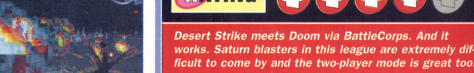




REVIEWER

I've been seeing this game in various forms of completion for literally years now and it's finally arrived in a finished form. Although initially a bit off-putting due to a tough difficulty level, Scavenger coders Lemon have handed in an excellently paced, highly enjoyable blaster, mixing the best bits from *BattleCorps* (ancient MegaCD game) with the controllability and two-player modes of *Doom* and its ilk. A bizarre combination that may not appeal to everyone, but it certainly appealed to me. Maybe not the super-release we would expect from the much-hyped Scavenger, but in the classiness and lastability departments, shooting fans are not let down. A very good blaster.

RICH LEADBETTER









Desert Strike meets Doom via BattleCorps. And it works. Saturn blasters in this league are extremely difficult to come by and the two-player mode is great too.

SEGA SATURN

GUN GAME | BY AM2
DEC RELEASE | 1-2 PLAYER

- ARCADE VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - SEGA TEL: 0181 996 4620

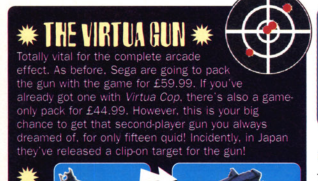
A year on from its release, *Virtua Cop* has now established itself as an all-time classic. Now the sequel offers even more gun thrills!



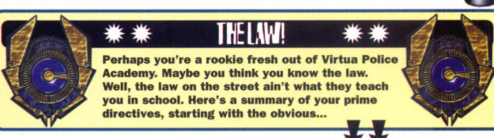
When AM2 convert their coin-ops to console, they take the task seriously. For Mega Drive *Virtua Racing*, they incorporated a custom RISC chip (the Sega Virtual Processor) into the cart. So accurate was *Virtua Fighter* that it singularly sold the Saturn in Japan. Original *Daytona*, despite graphical shortcomings, remains possibly the most playable console racer around. And *VF2* stands *at least* on an equal level to the best games ever. Then there's *Virtua Cop*. Forget that it was the first game to utilise AM2's graphics library. Forget that visually it's arcade perfect. What makes *Virtua Cop* such a phenomenal conversion, is that AM2 had to construct a gun with identical response time and accuracy to that of the cabinet, but that also worked on the lower resolution of a domestic TV. And it's this superb peripheral that also makes *Virtua Cop 2* such a powerful gaming experience!

THE VIRTUA GUN

Totally vital for the complete arcade effect. As before, Sega are going to pack the gun with the game for £59.99. If you've already got one with *Virtua Cop*, there's also a game-only pack for £44.99. However, this is your big chance to get that second-player gun you always dreamed of, for only fifteen quid! Incidently, in Japan they've released a clip-on target for the gun!



THE LAW!



Perhaps you're a rookie fresh out of Virtua Police Academy. Maybe you think you know the law. Well, the law on the street ain't what they teach you in school. Here's a summary of your prime directives, starting with the obvious...

DIRECTIVE ONE: KILL ALL BADDIES!

The streets of Virtua City are infected with crime. The remedy is simple – complete annihilation of shady characters! Virtua Cops are equipped with targetting goggles which warn of any immediately dangerous people. However, you don't need provocation to dispatch justice. Virtua City law allows you to gun down anyone who looks suspicious. In fact, shooting someone before they decide to shoot you, is the best form of crime prevention.





Popping up in a row. Shoot as soon as they rear their heads. But watch for citizens.



Shooting all his grenades before taking him down yields extra points.



An easy explosive death. But pick 'em off individually for a better score.



Leaping up in front of you. Normally armed with an axe. Easy to dispatch.



Popping out left and right. Watch the pattern, use controlled fire and keep reloading.



An innocent running through the crowd. Take time aiming, some baddies won't need shooting.



Tempting as it is to shoot distant enemies, they distract you from more immediate danger.



Be careful of emptying your gun instantly. Kill them in the order they attack.



✱ DIRECTIVE THREE: ACQUIRE SUPERIOR WEAPONARY!

To improve your daily quotient of terminated scumbags, its recommended you stock up on better weaponary than your basic (but potent) revolver. By destroying crates, knocking down pictures or just killing choice felons you can get hold of these tools of justice!













✱ DIRECTIVE TWO: DON'T KILL THE INNOCENT!

The citizens of Virtua City identify themselves by sticking up their heads in front of your gun and shouting "Help!" or "Don't shoot!". Yes they are stupid, and yes they deserve termination, but shooting them costs one vital life!









There's an all-new full-motion video intro. Very atmospheric in a top Starsky and Hutch way!





Ninja gangsters in the house. Ma homie!





✱ DIRECTIVE FOUR: GET A HIGHSCORE!

Any fool can complete the game in as many credits as it takes. But the real challenge comes after, in the form of Ranking Mode. Playing with one credit, the game measures your performance in all areas (even speed of reaction), giving a final record sheet at the end. The most important stat is, of course, your score. And to get top ranking you need to master the Score Multiplier, as fans of the first *VC* know. Or at least they think they do. You see *Virtua Cop 2* uses a new scoring system... the Three Point Shot! Shoot an opponent three times and your score is multiplied by 3!. It's the highest scoring technique after Justice Shots!



✶ THE CRIME FILES ✶

There are three stages of increasing difficulty.in *VC2*. Played in order, they loosely offer a plot. And here it is – the EVL Corporation have surfaced again and this time are waging war on the city. So gun them all down! Nuff said!





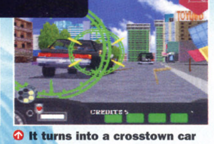




✶ BEGINNER: BIG CHASE



Starting at a jewellery store hold-up...


It turns into a crosstown car chase!



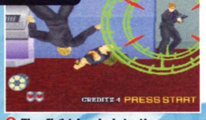
Briefly stopping for a seige in a housing estate.


Before winding up as a warehouse district showdown!



✶ MEDIUM: SAVE THE MAYOR!


A military assault on the Mayor's cruiseship.



The fight leads into the boarding terminal.



Turning into to a full-scale on-ship battle.



Complete with filthbags catching some sun on the deck!

✶ EXPERT: RAILLINE SHOOTOUT!

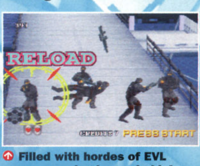


The felons have escaped into a subway station.



And they've hijacked a train as well!


Deep underground is their hidden HQ!

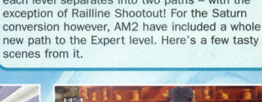


Filled with hordes of EVL scum, escaping in an airship!



✶ SATURN-ONLY SECTION! ✶

In our issue 180 preview, we mentioned how each level separates into two paths – with the exception of Railline Shootout! For the Saturn conversion however, AM2 have included a whole new path to the Expert level. Here's a few tasty scenes from it.



With 'Saturn Way' the chase leads out of the underground station.



Leading to a gun-fight in the streets! Get down you fools!

The baddies still escape in the train though. So you follow by road.

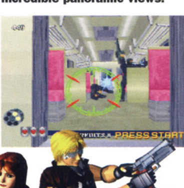


Finally pulling up in a carpark where the EVL scum park their cars!





Level 3 features some incredible panoramic views.



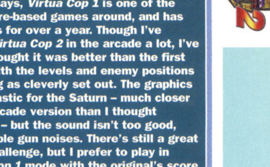


There are three bosses in the game. Fending off their attacks is extremely tough!

COMMENT

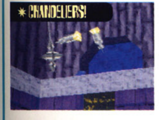
As Tom says, *Virtua Cop 1* is one of the best score-based games around, and has lasted us for over a year. Though I've played *Virtua Cop 2* in the arcade a lot, I've never thought it was better than the first game, with the levels and enemy positions not being as cleverly set out. The graphics are fantastic for the Saturn – much closer to the arcade version than I thought possible – but the sound isn't too good, with feeble gun noises. There's still a great score challenge, but I prefer to play in *Virtua Cop 1* mode with the original's score multiplier. With all of the arcade's features, plus plenty of Saturn-only extras, this is an ideal Christmas present. But only if you play with the gun!

ED LOMAS

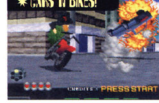


✱DAMAGED GOODIES!✱

VC2's full 3D environments are more than just stunning set-pieces, they are highly interactive with an amazing amount of things to destroy. Here's a smattering of excellent destructibles!



✱ CHANDELIERS!



✱ CARS 'N' BIKES!



✱ MELONS!



✱ DISPLAY CASES!

✱ SIGNS!



✱ DRUM KIT!

✱ BOTTLES!



✱ MONITORS!



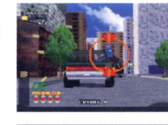
✱ THE CAPTAIN'S WHEEL!

✱ORIGINAL VIRTUA COP SCORING SYSTEM!✱

The BEST feature of *Virtua Cop* was its Bar Multiplier – which was strangely removed from *V Cop 2* in the arcades. But not on Saturn! Realising its popularity, AM2 have included a *Virtua Cop 1* mode in the game. Allowing fans of the first game to use their scoring techniques in the sequel.



The original *Virtua Cop* warning indicator signifies we're in the Bar Multiplier scoring mode of the first game!



Get hit though, or shoot a citizen, and the multiplier drops. It makes the game super-tense!



Each hit adds to the yellow bar (top left) When full it adds on to the score multiplier.



The multiplier can be pushed up to x9. Potentially massive scores can be raked in!

REVIEWER

The first *Virtua Cop* rates as one of my favourite games of all-time! As a high-score challenge it's one of the most addictive and (thanks to the bar multiplier) nerve-racking games you can play. People who reckon it's a done-it-once-seen-it-all game, haven't got a clue! The arcade sequel offers more extravagant gun-fighting set-pieces, and I had doubts they'd be able to replicate it on Saturn. But they near-enough have! As with *Sega Rally* and *Virtual On* the resolution is lower, but everything is there (glitch-free) and it moves incredibly swiftly. The UK version only has minuscule borders too! I was concerned how appealing it would be with its different scoring system. However, the original *Virtua Cop* mode satisfies that need. As a conversion, it isn't as spot-on as the first game (which was totally spot-on!). And I don't think the levels are structured in quite such a perfectly graded way as the original. The first game was faultless, this isn't such an all-time classic. But it is a fantastically brilliant game and one that you have to own as a companion to the original! Just remember – you have to play it with the gun!

TOM GUISE

RATING

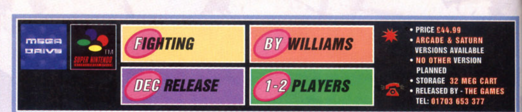





Brilliant conversion, brilliant graphics, brilliant gameplay, brilliant extras. There's only one gun game more brilliant – Virtua Cop!







Poor old 16-bit console owners. While everyone else is playing *Mortal Kombat Trilogy*, they're stuck with plain old *Ultimate*. Wrong!

ULTIMATE MORTAL KOMBAT 3



Ultimate Mortal Kombat 3 was released in the arcades in December 1995, and on the Saturn in the Summer. 16-bit owners have had to live with *Mortal Kombat 3* until now, when *Ultimate* is released for Mega Drive and SNES – and they've been rewarded with even more characters and even more finishing moves!

YOU DON'T GET HIM ON YER SATURN!

16-bit *Ultimate Mortal Kombat 3* varies from the arcade and Saturn versions – not by cutting loads out, but by adding characters! As well as the regular *Ultimate* characters (minus Sheeva), this version features the three secret Kombat Kode characters (Mileena, Masked Sub Zero, Ermac), plus Rain and Noob Saibot from *Mortal Kombat Trilogy*! There's also a secret character box on the main select screen, and we've already discovered how to play as Ninja Smoke as well!











FINISH THEM!

As you'll notice by the number of characters, this isn't a standard conversion of *Ultimate Mortal Kombat 3*. Another feature taken from *Mortal Kombat Trilogy* is that everyone can perform Brutalities! These massive and very complicated combos finish with your opponent exploding! Unfortunately, Animalities have been removed to make way for Brutalities.



Use the arcade cheat to turn into Ninja Smoke at the start of a fight!





SNES *UMK3* has got something missing from Nintendo 64 *MK Trilogy* – Sub Zero! Plus this version's faster!

REVIEWER

The surprising thing about *UMK3* on the 16-bit systems isn't the quality of conversion – that's as good as *MK3* was – but the way that it features things not in the original arcade machine, with added characters from *Mortal Kombat Trilogy*! There's quite a bit of speech missing to leave room for the moves, but the game plays pretty much the same as it ever did. Of course, most people with a Mega Drive or SNES already own at least one of the *Mortal Kombat* games, and want to know whether this is worth getting as well. If you've got *Mortal Kombat 3* already, it would be pretty silly to get this too, as you're not getting much new stuff for your money. If, however, you've only got *1* or *2*, *Ultimate* is well worth getting – as good a conversion as you could hope for, loads of moves and characters, and it's good fun. Plus it's the fastest version around!

ED LOMAS

ALL THE MODES, TOO!

16-bit *UMK3* also includes the "4 Player 2 on 2 Kombat" and "8 Player Tournament" modes from the arcade and Saturn versions of the game, as well as a secret tournament where each player picks a team of eight fighters (just like in Mega Drive and SNES *MK3*); and a new option letting you handicap one of the players to make the fight a bit more even.





The hidden tournament cheat is just the same as in *Mortal Kombat 3*.



RATING

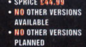




Don't bother if you've already got Mortal Kombat 3, but this is a surprisingly good conversion of the arcade – with even more characters!





PlayStation™

PLATFORM | BY CRYSTAL DYNAMICS | DEC RELEASE | 1 PLAYER

- SPRICE £44.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY - BMG TEL: 0171 973 0011

A jester, his talking stick and an acrobat. Presenting an oddball trio who are gonna cause some Pandemonium.

PANDEMONIUM!











Platform games are going through a bit of a transformation at the moment, and 3D is the reason why. It seems 2D just doesn't bring home the bacon anymore! Don't say goodbye too soon however, because *Pandemonium* is here, a merge of 2D gameplay and 3D presentation, the results of which are quite spectacular!

MEET THE GANG



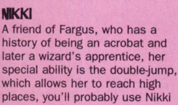

Platform games depend heavily on the main character – it can make or break a game, right from the dizzy heights of a *Mario*, to the stinky low that is *Cheesy*. *Pandemonium* offers two main characters, with certain stages suited to their individual skills.

FARGUS

The court jester is accompanied by Sid the talking stick, who's voiced by TV funnyman Greg Proops. Fargus' main attributes are his speed, and his tumble roll attack which can defeat enemies without taking hits.

NIKKI

A friend of Fargus, who has a history of being an acrobat and later a wizard's apprentice, her special ability is the double-jump, which allows her to reach high places, you'll probably use Nikki more than Fargus.









A very nice waterfall, and yes, you can go through it. In fact, you have to!






2D OR NOT 2D

While most of the screenshots on these pages look like a sumptuous 3D explore-athon, believe us, this isn't *Mario 64*. There is no freedom of movement, instead most of the levels follow a set course, usually heading from left to right. Your character does frequently walk into the screen, but on the controller you're still pressing right.



TRAVELS WITH MY AUNT

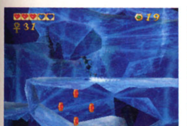
Difficulties can occur when trying to traverse some levels, as there are obstacles which affect the way you travel. For instance, later in the game, strong wind means you can only move in certain directions – combine this with ice which makes you slide, and things get especially tricky. There are also tunnels and boulders, which are both featured on the levels with lava; whirlwinds, which can be used to your advantage in obtaining treasure, and clouds can be jumped on to gain some real height. Also dotted over most courses are trampolines to bounce around on.



The first boss. A giant mushroom.



This lift takes you higher and higher.



The winds mean you can only move in one direction.



Yippeeeeee! A really long icy slide. It's really fast too!





I hate spiders, but jumping on their webs can be fun!





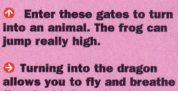
You need to 'fake jump' to get past these Cone Dudes.

SO YOU WANT TO BE A BIRD

Platform games are so alike, sometimes you feel like you've played one, you've played them all, and *Pandemonium* is no different in this respect. Power-ups are represented as magic spells; fireball, shrink, freeze and shields – all of which are pretty self explanatory. At key points in the game your character may morph into a variety of different animals, each with attributes that are relevant to the levels they are located on.







Enter these gates to turn into an animal. The frog can jump really high.



Turning into the dragon allows you to fly and breathe fire. Avoid those bombs!

WHAT DO POINTS MAKE?

At certain points in the game, you're faced with the challenge of heading straight for the exit, or going for the extra booty. At the end of each level you receive a percentage rating for the amount of treasure picked up. Obtain a large percentage and you enter the bonus stage! Keep 'em peeled for hidden treasures, as sometimes defeating certain enemies will reveal extra bonuses. Also are hidden rooms, which are usually small sub-games where, again, you are rewarded with many valuables.



Jumping on this plant reveals some bonus coins (seen on the left).

Entering this pipe brings you into this little bonus room!





Above, is a very far-out bonus stage! Can you dig it? Ed can!

REVIEWER

This is a game that is going to receive very divided opinions. There will be some people taken in by the gorgeous graphics, and others, like myself, who will actually PLAY the game and realise there isn't masses of interesting gameplay on offer here. The game feels very empty, almost like it hasn't been finished yet – it's missing a few vital elements to make it really great. The courses are basic and not at all large, so a real concern here is how easy the game is to finish. For your money you want something that is going to last, right? Not something you are going to finish on the first day's play. Finally the characters – I find none of them appealing. From Nikki and Fargus down to the smallest enemy, you've seen them all before. It's a real shame for Crystal Dynamics, as they appear to be have really talented programmers. Next time at the bat they should spend a bit more time on the design.

ALEX HUHTALA

RATING









Average platform gameplay, that is surprisingly easy. Don't be fooled by the attractive graphics though.





PlayStation
3D SHOOTING
BY UNIVERSAL
DEC RELEASE
1 PLAYER

- PRICE £44.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - INTERPLAY
TEL: 01628 423 666

It's the twenty-third century, again. Time to join the lightstorm forces, and defend global democracy throughout the galaxy.

DISRUPTOR

How come whenever something needs to be done – you know, like protecting the rain forest, saving the world, defending the galaxy – it's always left up to you? Maybe one day there will be a game where you just take it easy, while somebody else does all the dirty work. Anyway, let us enter the heavily contested genre that is the corridor shooter. That old galaxy needs defending!

GO FOR YOUR GUNS

As in all shooters, there's a selection of guns – from the piddly to the ridiculous. What Disruptor adds to this field though, is psionic powers. These abilities can be used to heal, shield, drain or destruct.



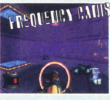
Out of ammo? No problemo – hit 'em with this!



Most commonly used, yet can still do damage.



The pulse rifle makes a great sound.



Pick up canisters to power up the rifle further.



Psionic Shock hits 'em like a bolt.



The screen tints blue to indicate the healing.



Throws out small bombs. Big, powerful, nice.



The Anti – Matter Blaster is like a shotgun...



...and this packs a mean wallop.

The most powerful weapon...

YOU ARE PHIL DAWSON!

We couldn't believe the FMV in this game. Not that it's of outstanding quality or anything, but the fact that the character you play bears an uncanny resemblance to our old pal, Chimpanzi- Mans! Pay attention to the FMV however, because this game has a plot with many twists and turns, and also holds clues to the next level.



A rather attractive necklace.



Being proposed to again.











AUTO ROBOTICA

Lots of the opponents throughout the game seem very familiar, with enemies looking identical to sci-fi movie stars such as the Terminator or ED209 from Robocop. Some however, carry quite clever intelligence, such as the homing droid which does nothing until you shoot it once, then tries to chase you until it detonates!



These balls turn spikey when you approach them...



...then chase after you. Not that that's too much of a problem.



A Homing Droid yesterday. Shoot it once and it will home in on you!

REVIEWER

PlayStation owners in need of a decent blaster would be advised to buy this. Only if you're a fan of shooting games mind you, as *Disruptor* is unlikely to win over any new converts to the cause. The levels are big, and the 3D engine very smooth, with some heavy misting, however. All in all though, the whole feel and style of the game seem borrowed, especially the graphics. Certain levels are reminiscent of *Dark Forces*, while enemies are very unoriginal. Later levels require a little more strategy, as you only use psionic powers. And there is a storyline which does get interesting later on. Unfortunately for *Disruptor* this genre already has a reigning champion, and its name is *Quake*.



ALEX HUHTALA

RATING







Unoriginal but attractive blaster, which will satisfy PlayStation owners until the next one comes along.









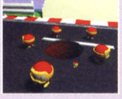
PlayStation

RETRO | BY NAMCO | JAN RELEASE | 1-2 PLAYERS

- PRICE £44.99
- MUSEUM PREQUELS AVAILABLE
- VOLUMES 4&5 PLANNED
- STORAGE 1 CD
- RELEASED BY - SONY
TEL: 0171 911 8176

Volume three of those blasts from the past! Retro fans prepare to get misty-eyed, the rest of you, stop laughing!

Namco Museum Vol 3






It would appear Namco don't want Playstation owners to forget their Namco history. Either that or they can't think of any original ideas for games, but we would opt for the former. So here for your delectation is the latest in the Museum series – six more games of old, or perhaps the good the bad and the ugly. Plus of course the virtual museum where you can view designs, graphics, original cabinets and lots more. Ladies and gentlemen, the Volume Three lineup!

GALAXIAN (1979)

Blast the advancing alien craft in this classic shoot 'em up. Original in its day for the way the enemy fighters attack by swooping down the sides of the screen. Still very addictive.




Yup, definitely some swooping happening here, and a yellow in a cover flank formation.

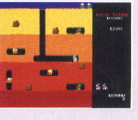
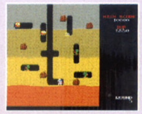
MS PAC – MAN (1981)

Another sequel, this time to the classic pill-muncher. Now the star is Pac's girlfriend. Different layout of the levels means new techniques are needed. There's also the story of how Mr and Ms got together in between levels.



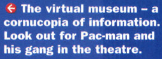
DIG DUG (1982)

Clear the levels of the occupants, dig tunnels to drop boulders on their heads, or use your pump to blow them up. Simple, yet fiendish, with a soundtrack that only plays when your character moves, an absolute classic.







The virtual museum – a cornucopia of information. Look out for Pac-man and his gang in the theatre.

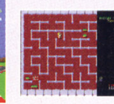
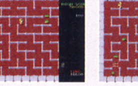
POLE POSITION 2 (1983)

Follow-up to the popular racing original. Now with more complex circuits, and more frames of animation. Pre-powersliding gameplay is still quite a challenge, as the bends appear from nowhere.




TOWER OF DRUAGA (1984)

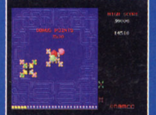
Collect objects and negotiate cunning mazes to leave the level, avoiding the strange occupants of the Tower, including some very odd green blobs. A dodgy attack method prevents this from being fondly remembered. Good title though.

Strange un-attractive green blobs.

PHOZON (1983)

Obscure puzzler that has you catching objects that attach themselves to your cursor. The challenge being that the objects need to be arranged in a certain order, allowing you onto the next level.







REVIEWER

Another hit-and-miss compilation from Namco, with *Galaxian* and *Dig Dug* being the real stars here, and *Phozon* a nice surprise as I'd never heard of it before. The museum adds all the background info, even a cinema with *Pac Man* and his family in the audience! Once again this one's for the connoisseurs among you. What you're getting for your money is six more coin-ops from down memory lane, and with unlimited credit. A great addition to your collection, but not for everyone.

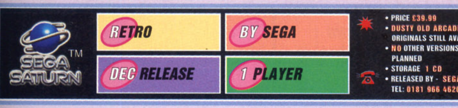
ALEX HUHTALA

RATING






Great presentation, and some great games. But as before, you've got to have that taste for all things retro.





Sega finally enter the retro arena with a holy trinity of golden age coin-op classics on one disk. Does the magic still weave its spell, or is it a case of too late the hero?

SEGA AGES

We know some of you think all of these retro discs are stuff and nonsense. What's the point of playing something that's a decade old already? This is to all the non-believers – if it wasn't for these games, there might not be a company called Sega today! Heck, there might not even be a games industry as we know it! Just thought we'd mention that to grab your attention and help you understand the heritage of the games on offer here. To cut a long story short, Sega have been around a looong time, and in the mid-eighties they introduced a breakthrough in arcade gaming – Super Scaler sprite technology, which meant the scenery expanded as it got closer. In other words, it was great for 3D! In 1985 *Space Harrier* appeared, the rest is history, *Sega Ages* history.





SPACE HARRIER (1985)

The first coin-op to feature a hydraulic cabinet, and the grandaddy to games such as *Panzer Dragoon*. There's not a lot more to say really, as all you do is control a guy with a big gun, who flies/runs around the screen blasting the strange assortment of aliens in his way.



All bug-eyed mutants deserve to be killed. They even line-up for it!

Surreal Daliesque landscapes.



OUTRUN (1986)

The most famous arcade racer of all time! Drive your Ferrari Testarossa really fast through heavily congested roads, taking in the lush beachside scenery, as well as all the differing locations. And most importantly the option at the end of the stage to turn left or right. A first in its day.







One of the most memorable soundtracks of all time! Magical Sound Shower is our fave.

AFTERBURNER (1986)

Quite similar to *Space Harrier* in gameplay, as you just fly into the screen blasting. Only this time you're in control of a fighter plane equipped with the famed afterburners of the title, which can alter the speed dramatically. Still quite vomit-enducing, even without the hydraulic cabinet.





Bandits, bogeys, we're gonna need some industrial strength tissues!





Being shot down is never nice, but sometimes you crash land, which is a good thing!

REVIEWER

Ten years ago I would have given away a major limb to own any of these three games. These days, maybe a finger or a toe. The major good news here though is the faithfulness to the arcade originals – never before on a home format have there been versions to come as close. Yes, they were and still are classics, although to the younger gamer who has never heard of these titles before, you should try before you buy. By today's standards the gameplay is basic, even repetitive, but for those of you who, like me, dreamed of owning these machines, get this disc! The addictiveness of these games is still there! Roll on the next compilation please.

ALEX HUHTALA



Arcade classics and faithful conversions, with Out Run finally being done justice on a console. It's coming home, it's coming home, Out Run's coming home!



SUPER NINTENDO | FIGHTING | BY CAPCOM | JAN RELEASE | 1-2 PLAYERS

- PRICE £49.99
- ARCADE, SATURN AND PS VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 32 MEG CART
- RELEASED BY - THE GAMES TEL: 01703 653 377

The fourth, and probably final, Super NES *Street Fighter* game. Is it the best yet?





The biggest selling point for the Super NES when it was first released in the UK was that it had *Street Fighter 2* on it. Since then, *SF2 Turbo* and *Super SF2* have been released, so SNES owners have their fair share of quality fighting games. The question is, will any of them care about a fourth *SF* game?

STREET FIGHTER ZE-ALPHA! TWO!

The introduction sequence is pretty impressive, and isn't really all that far from the arcade original! Listen out for the terrible dubbing of "Zero" with "Alpha" when the voice shouts the game name!











↑ Rolento's pal strings Bison up for a super finish!



↑ Sakura's in trouble here! Gen's custom combo will juggle her!

IT'S GOT IT ALL!

Street Fighter Alpha 2 has all of the gameplay features from the arcade version of the game – the super combos, custom combos, chaining hits, alpha counters – everything! To make certain moves slightly easier to perform, those requiring three buttons to be pressed at once now only need two – Zangief's Spinning Lariat and Dhalsim's Yoga Teleport, for example.

SODOM'S NOT SODOM NO MORE!

For some reason, Sodom's name has been changed to Katana in this US version of *Alpha 2*. In *Final Fight*, Katana was one of Sodom's gang and was armed with a massive katana sword, and we're not exactly sure why he's had his name changed in only the SNES game. Weird eh?



↑ Look at the name on the left – Sodom's become Katana! Never mind, he still plays the same!

↑ The cheat to access Chun-Li in her hidden *Super Street Fighter 2* costume even works here!



↑ All the new character moves are here too – including Rose's Soul Spiral!

REVIEWER

Take a look at the screenshots and you'll no doubt be surprised at how well *Street Fighter Alpha 2* has turned out on the SNES. Unfortunately, it doesn't look quite so good when it's moving, as LOTS of animation is missing. It's also pretty jerky and slow, but with a little bit of time you'll realise that it plays very similarly to the arcade! It's got all of the moves, as well as all of the counters, super moves, and combos, with nearly everything you've learned from the other versions working fine – the only real problem is that it's hard to see what's going during a custom combo due to the lack of animation. SNES *SFA2* has lost a lot of the impact of the arcade and 32-bit home versions, and certainly isn't as close a conversion as the original *Street Fighter 2*, but keeps everything else pretty much intact. This comes highly recommended, as long as you're prepared to take some time to get used to it.

ED LOMAS











A surprisingly good conversion with everything from the arcade original, except the speed.

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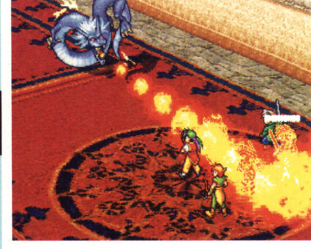
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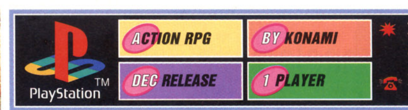
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First UK RPG not to bear some hackneyed name like 'Sword of Omens', or 'Land of Krakakatah III'. This *Genso* wossname could be interesting. And indeed it is.

GENSO SUIKODEN

Konami are best known for their action and sports games in the UK. On PlayStation, *Total NBA* and *Overkill* have done pretty well for them so far. But, as one of the world's biggest software developers, there is another more subtle side to this company's character. We don't usually expect to see examples of this over here, but this Christmas is truly special – because the PlayStation has been rewarded with its first quality RPG.





WAR AND PEACE

Suikoden is an adventure with many, what can only be described as, philosophical lessons to preach. Before going on to discuss the battle system, and how treasure is found, the biggest issue in any RPG is the interaction between characters. It's what makes RPGs unique. For *Suikoden* Konami have chosen to make the dialogue quite extensive, to include the examples of humour or poetic statements which help players care more about the characters under their charge. Initially it feels like quite a chore having to read through so much text – especially the very early scenes which centre around the hero's house. But as the plot thickens, and you realise there's perhaps more to these characters than you first suspected, you find yourself hanging on almost every word.



At this point the hero's party have been called upon to assist a village of elves who are being slaughtered by humans. Barbarians! Booh!



The Chief of the Dwarves doesn't believe that humans could break into his impressive vault. So sets a challenge for the hero party to try and do so.



You never know where you're going to meet up with important characters.

GET READY TO RUMBLE!

As *Suikoden* fits into the Action category of RPG, players should expect a lot of fighting – like it or not, you're gonna get it! As soon as the hero and his friends step out of the safety of a village or city to explore the wilderness they are frequently set upon by the supernatural creatures which hang out there. In a battle situation there are several options available, one of which is to run away, or 'Let Go' as it is known. Of course it's always best to stand and fight. Moreover it's usually a good idea to hang around looking for trouble, as the more fights the team survive the stronger they become and the more likely they are to succeed against tougher enemies later on. It's all very exciting, in a way that only fans of RPGs would understand!



Make sure that the characters you have working from the back row are those with long-range weapons, or have special attacks which allow them to leap forward. This way your team may occasionally make two attacks at once!



One of the most impressive standard attacks comprises of two characters 'uniting' to launch an attack on an enemy. Only a few characters are able to do this, so it's worth finding out who they are and who make the best combinations.



Attacks enabled by magic runes are more powerful, and often defeat tough enemies with one blow. However they sap so much of a fighter's strength that they leave them 'Unbalanced', and therefore unable to attack for one turn.



At the end of a victorious confrontation, all surviving characters are awarded experience points which help to increase strength, speed, and luck, etc. Fallen team members (they are rarely classed as DEAD) miss out on the proceeds.

UNDER ONE ROOF

Early in the adventure, the heroes recover an ancient castle from the clutches of a Dragon. The place is vast, and isolated by water – ideal for home base. Once this is operational the task of seeking fresh blood to support the cause is begun. New recruits are found lurking in many locations, and don't always appear to be of obvious use. It's worthwhile talking to everyone in the towns and villages, as HQ requires cooks and quartermasters, as much as the army needs skilled fighters.



Up to 108 characters come under your charge. Decide who is best for each mission.

BIG BIGGER BIGGEST

Aside from the usual battle scenario, there are two other types of fight scene to master. These two are less strategic, but nonetheless involve some sharp thinking to survive.

FIELD BATTLE

Occasionally one of the key members in the hero party, a chap named Mathiu, calls the entire Rebellion to arms and a large-scale battle ensues. Here players may choose to employ the skills of the archers, magicians, or foot soldiers. The presentation here is pretty cute, as hundreds of defeated enemies float to the heavens with angel wings, and the tiny heroes change formation depending on the current strategy. More exciting than it looks on the page for sure.






ONE ON ONE

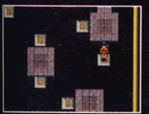
Some of the more stubborn enemy leaders won't accept defeat, though their army is scattered before them on the ground! Rather than give in, these immensely strong generals challenge the leader of the Rebels to a scrap. The view changes to a close-up of the sparring ground, and energy bars are presented at the top of the screen – beat 'em up style. Commands here are quite basic, but allow for some thrilling exchanges. And it ain't easy!

When both fighters go in for the attack, a lot rides on speed and luck.

BY THE POWER OF...

Runes – in this case precious stones marked by magic symbols – enable the user to perform incredible acts of power. Employed separately these summon impressive magic, used to attack or defend. However Runes may also be attached to weapons, infusing them with similar dread properties. For this the party visits yet another specialist in a town or village.





Further into the adventure, the player's wits are tested by switch based puzzles (similar to the *Zelda* games) and moving platforms leading to key areas. One of the most ingenious is a roulette wheel, which offers forfeits or prizes.



HONING TO PERFECTION

In many of the most popular 16-bit RPGs for the Super NES to regularly replace weapons with new, more exotic types. *Suikoden* takes the view that each warrior's weapon is personal, and so is never abandoned. Instead there are Black Smiths based in most towns who's skill it is to hammer existing tools into shape. At first the service is quite cheap, but the more refined the job becomes, the more expensive the fees. Plus weapons can reach a stage which is beyond certain Black Smiths' capabilities, so the heroes are forced to go elsewhere.

REVIEWER

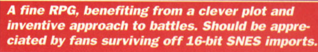
I doubt most players looking for their first RPG will be disappointed with *Suikoden*. It's everything you expect to find, and still more besides. The battle system is enjoyable, presented so that players can see the moves enacted before them, as opposed to a window showing just the enemy and no weapons (as in the *Dragon Quest* series). The narrative carries a fairly melancholy tone more often than not, which keeps your heart with the story while your head is required for thinking problems through. Grand-scale battle scenes, and one-on-one fights add spice to the otherwise common formula *Suikoden* adopts. So generally the game is involving and the quest is huge enough to keep most players occupied for a couple of solid weeks at least. I have a problem with the fact that none of the furniture found inside most buildings offers any treasures, as this makes a lot of locations redundant – it's so annoying to keep wandering into empty rooms. And for the average games player, this style of RPG might seem little different from the 16-bit examples they've been avoiding. Fans of this scene will have no problem acknowledging a skill tale, beautiful music, and involving fight action.

PAUL DAVIES









A fine RPG, benefiting from a clever plot and inventive approach to battles. Should be appreciated by fans surviving off 16-bit SNES imports.





RACING	BY GREMLIN	• PRICE £39.99 • NO OTHER VERSIONS AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 1 CD • RELEASED BY - GREMLIN TEL: 0114 275 3423
DEC RELEASE	1 PLAYER	

Gremlin try and steal a piece of that racing pie. With a wacky new racer inspired by that off-road wonder – the 4X4 truck!



Rough Riders 4X4 – you can try to stop them! That's the whole idea behind *Hardcore 4X4*, a racing game with near indestructible vehicles. Racing over treacherous courses that would leave the normal car wrecked. Pot holes, rocks, snow and ice, even molten lava, all must be negotiated by your truck. Not only that but this is a race remember, and the other drivers are just as crazy as you. Get ready!



KNOW THE SCORE

The main point of this game is that it is a racer like no other. The six courses on offer are not speed tests, rather tests of tactics and skill. The six tracks include some bizarre locations. Even letting you race in a Middle East war zone, and around an active volcano! The real trick of mastering these courses, is not to learn the corners, but the little bumps and dips that litter the course. Choosing a line through these hazards, as well as finding shortcuts should see you master the 4X4.







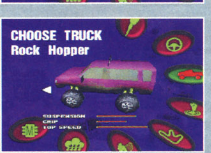
The in-game announcer shouts out comments like "Awesome" or "Haaarrddcooorrrrreeeee"!

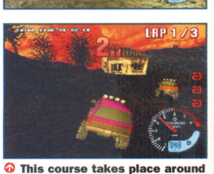
BAD MOTHER TRUCKER



There are six trucks on offer, each with different pros and cons. Should you choose a truck with better suspension, more grip or go for speed? Beginners should opt for a heavier vehicle with more suspension. Whilst experts having already mastered the tracks will go for more speed. The six vehicles have equally ridiculous names. Our favourites being the Bush Master and the Rock Hopper, a lovely big purple beast. Each of the computer opponents also has a relatively high degree of artificial intelligence. Late in the race, a badly placed competitor might take his anger out on you. By trying to take you out of the race as well!







LAP 1/3

This course takes place around an active volcano! You also have the option to choose different weather conditions for your race.

REVIEWER

***Hardcore 4X4* has carved itself a nice little niche in the market. Appealing to the race game fan who's tried everything, and is now looking for something just a little bit different. Not that this is your normal racer, the action is relatively slow with the trucks not going more than sixty! Instead, the player needs to think a little, and really learn the courses. Not everything is perfect here though. The Saturn version has a very slow frame rate, and the graphics can get quite messy. The PlayStation doesn't have these problems, but both games do suffer from the quality of the courses. Six might sound a lot, but they are too similar. Some different circuit ideas, or even a trick course (like in *Wave Race*) might have worked better. Don't get the wrong idea, this is still a good fun game, but not an amazing one.**

ALEX HUHTALA

REASONS TO BE CHEERFUL

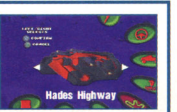
Three modes of play are on offer. The single race, which allows you to learn the circuits in advance of competition. Championship, race all six courses earning ten points for first place down to one for trundling in last. The championship also has three different classes, from novice to expert. Last but not least, the time trial, where you try and beat your previous times on each track.











RATING

A different kind of racer, which is great fun while it lasts. But a lack of imagination in the courses prevents it from being a real contender.

REVIEW



SUPER NINTENDO	PLATFORM	BY RARE	• PRICE £44.99 • NO OTHER VERSION AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 32-MEG CART • RELEASED BY - THE GAMES TEL: 01703 653 377
	DEC NOW	1-2 PLAYER	

Just when you thought the Super NES had reached its limits with *Diddy's Kong Quest*, the boys at Rare prove us wrong again with another installment of monkey madness.

DIXIE KONG'S DOUBLE TROUBLE

The first *DKC* was a revelation, proving that the humble Super NES could still compete with its 32-Bit rivals. The second refined the gameplay of the original, and was near perfect. With such a successful formula, it must have been tempting for the developers to copy what they did before, call it *DKC3*, and stick it in the shops. However, rather than being complacent, Rare added new depth to the standard *Donkey Kong* fare, and included more twists than a David Lynch movie.







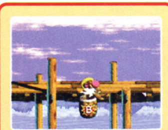


A NEW KIDDY ON THE BLOCK

The Kongs may be the funniest characters to swing their way onto the Super NES, but they're a careless bunch. This time Donkey and Diddy have been kidnapped while on a banana binge in the jungle, and it's up to the glamourous Dixie to recover her chums. However, she's not alone. Joining her on this adventure is Kiddy Kong – a big baby in a romper suit who loves bananas and throws tantrums if he gets into a tangle with a rogue Kremling. It's certainly interesting how this 280 pound nipper behaves when faced by a horde of vicious nasties!

MONKEY MAGIC

As with earlier *DKC* adventures, the simian duo work together to solve problems. Kiddy's special powers include rolling across the ground like a bowling ball, crushing any nasties who dare stand in his way. He's also bulky enough to crush Kremlings which are too tough for Dixie, and has the muscle to throw her high into the air to reach bonus levels. As for Dixie, she still uses her ponytail spin to fly over deep chasms, and she can lift Kiddy to use him as a weight to break open holes in the ground. She can also balance on Kiddy when he's rolling to stay out of harm's way!







Dixie and Kiddy demo a few of their latest and greatest moves for you.

FREEDOM! FREEDOM! FREEDOM!

Another element from earlier *DKC* games which returns in *DKC3* are the birds-eye-view maps connecting the levels. In this adventure players are given more freedom than ever before. Individual lands are connected by a huge world map which, after purchasing a boat from Funky's Rentals, the cheeky chimps can explore looking for secret caves. Certain parts of the map are sealed off by rows of stepping stones, and so the Kongs must find items and Koins which can be given to Funky so he can build them new vehicles to cross the barriers.











Once visited, the Kongs may travel freely between locations on the world map.





REVIEW

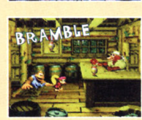
ON A ROLE

The biggest difference in this game are simple RPG elements where the Kongs search for items to solve puzzles. The RPG element is represented by the Brothers Bear – 12 grizzlies who are all on the horns of some dilemma or other. The problems range from having to find a cannonball for Bazooka Bear's massive cannon, or looking for a present for Blue Bear's birthday. Though the puzzles are simple, it gives players a chance to use their brains beyond their running 'n' jumping platform skills, adding new depth to the Kong formula, and making the adventure more involving than ever before.











Solve the puzzles to free the Brothers Bear. It's not too difficult, though it does help spice up the gameplay.

FRIENDS WILL BE FRIENDS

Luckily, the Kongs are not alone in their quest. Hidden in barrels around the various levels are friendly animals on which the Kongs ride to pass certain barriers. Squitter the spider, Enguarde the swordfish and Squawks the parrot make a welcome return, accompanied by Parry the parallel bird and Ellie the elephant. However, Ellie's scared of Sneeks, so new paths must be found to avoid these dirty rats.

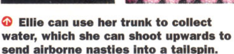








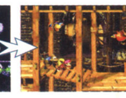




Ellie can use her trunk to collect water, which she can shoot upwards to send airborne nasties into a tailspin.







Parry hovers in the air above the Kongs' heads and collects treasures which are just beyond their reach.

I WANNA GET YOU IN MY TENT

Poor old Swanky's fallen on hard times, and is now running a side show from a flimsy tent! Here the Kongs enter another sub-game where tennis balls are thrown at targets which pop-up randomly. To make matters worse, the Kong's irritable Grandad, Cranky, reckons he's the best when it comes to fairground fun and challenges them to a duel! Should the Kongs win, however, Swanky rewards them with Koins which are used to buy items and clues from Barter Bear's shop.



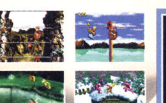



Score as many hits as possible in the tennis ball range, to teach Cranky Kong a lesson, and walk away with some useful prizes.

DRIVIN' ME BANANAS

Another new element is the Banana Birds, which are scattered throughout the game. To release most of them the Kongs wander into a mysterious cave filled with coloured crystals. The crystals illuminate as a short tune is played, and players must repeat the sequence using the Joypad's colour keys. If the sequence is repeated correctly, a crystal shatters and the bird flies back to the Save Cave. By the way, finding all the birds is essential to solving the final mystery...





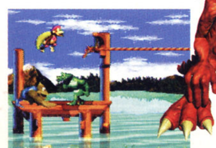

REVIEWER

As the release of the N64 looms, *DKC3* represents the pinnacle of achievement for the Super NES. Graphically, the game is attractive as ever, the fluidity and quality of animation remaining flawless, some of new nasties and bosses also being the most imaginative in the series. The RPG elements also add a new intensity to the game that was lacking in the past, giving welcome relief from the platforms and calling on other gaming skills besides reflexes. Kiddy is an excellent new character, his unique skills meaning that players must carefully consider which Kong to tackle certain challenges with. In all honesty, this game deserves a High Five but, because the majority of the game's style has been seen before, it gets a four. Hang on to your Super NES!

PAUL DAVIES

LISTEN... D'YA WANNA KNOW A SECRET

Stretching over 40 levels, *DKC3* is a massive game which will keep players occupied for a long, long time. However, recovering the kidnapped Kongs isn't the end of the line for Dixie and Kiddy. The game features two completely different endings, and rescuing your chums only accounts for around 50 per cent of the adventure! There's a secret world to discover, and finding all the Banana Birds unlocks another secret. Two adventures in one brilliant package... can't be bad, eh?

RATING




A beautiful, funny, exciting and intelligent platformer that will keep all Super NES fans glued to their consoles this Christmas.

FIGHTING	BY SEGA
JAN RELEASE	1-2 PLAYERS

- PRICE £44.99
- ARCADE AND SATURN VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 16 MEG CART
- RELEASED BY - SEGA TEL: 0181 996 4620

The best 3D fighting game around is having a go at taking over the 2D fighting game market!

Virtua Fighter 2

MEGA DRIVE

The *Virtua Fighters* have become some of Sega's most popular games ever, so it's quite surprising to find that there's not a version of the game on their most popular home console. At last that's changing, with a cut-down cross between *Virtua Fighter 1* and *2* just completed. Of course, a lot of compromises have been made to translate one of the most complex 3D arcade games onto a basic 16-bit machine, but it sure looks great in the pictures!

ROUND 2! FIGHT!

While the name of the game is *Virtua Fighter 2*, it's not quite got everything from the arcade game. For a start, the two new characters – Lion and Shun – are missing completely; plus not all *VF2* moves are in the game – the counters are missing, plus most of the new attacks. Mega Drive *VF2* is probably nearer to *VF Mini* on Game Gear in terms of number of moves.

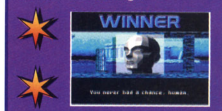


While the Player Select screen is the same as *VF2*'s, there are two characters missing.



I LOOK FORWARD TO OUR NEXT BOUT!

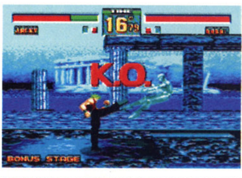
At the end of each fight, there's now an end screen where the winner insults the loser, much like in the *Street Fighter* games! Some of the quotes are completely made up for the new game, but still made us laugh!





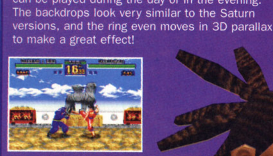
ROBO-WOMAN RETURNS!

When playing the game through in Arcade Mode, you need to face Dural as a bonus stage at the end of the game! As with the Saturn version of *VF2*, she can perform all of the other fighters' attacks!



OUTSIDE, NOW!

To make up for the fact that certain backdrops are missing, those that are in the game have a few variations each. For example, Jeffry's beach stage can be played during the day or in the evening. The backdrops look very similar to the Saturn versions, and the ring even moves in 3D parallax to make a great effect!





Sarah's stage at sunset looks nice.

"GRAAAIH HHHH-WEEENGHCHCKT" [VF2 MD SOUND EFFECTS]

REVIEWER

I love the *Virtua Fighter* games, and a Mega Drive version is something I've been looking forward to. In still pictures it looks great but, as with *Street Fighter Alpha 2* on the SNES, it doesn't move all that well. Turning the motion-captured 3D models into animated sprites isn't an easy job, but Sega have done it about as well as we could have hoped, picking out all of the most important frames to make the moves look similar to the originals. One particularly excellent part of the game is the music, with the brilliant original tunes converted very well to the MD's sound chip (although the sound effects are pretty rough). The controls are the same as the Saturn version, and all of the PPPK combos work – but without the all-important floating combos it becomes a very different game. Unfortunately, while *VF2 Mega Drive* is a nice novelty to own, it's just not all that good when compared to other MD fighting games – the *Street Fighters* and *Mortal Kombats* are all better.

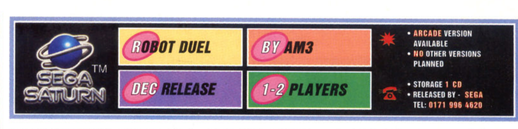
ED LOMAS

RATING






A bit of a novelty for Virtua Fighter fans, rather than a seriously good fighting game. Entertaining for a while, but far from essential.



WARNING!! VIRTUAL-ON PROJECT COMPLETED... CYBER TROOPERS APPROACHING... POWER: UNKNOWN??? EXCITEMENT: GUARANTEED!!



The one-on-one duel! One of the most popular elements of videogaming. The chance to pit your skill against that of another human... and prove yourself superior by whooping them senseless! It seems we've made 'versus modes' out of every conceivable form of game – fighting, driving, puzzle, sport, running around corridors with guns. However, AM3 have introduced Japan to an all-new concept in duelling – between city-sized humanoid robots armed with futuristic weaponry! We say Japan, because out there *Virtual-On* is an arcade craze, while here it's relatively unknown! Have we too never dreamed of sitting in the headmounted cockpit of a Megazord or Transformer? Do we not trust the makers of *Last Bronx, Sega Rally, Athlete Kings* and *Baku Baku* to produce lethally addictive versus games? If you've answered 'no' to any of the above questions, read what follows very carefully. Because it's about time we educated you in one of the mightiest versus challenges ever created!

CLASH OF THE TITANIUMS!

It's a familiar game concept – select a fighter, face an opponent in a ring, defeat them by draining their energy bar. However, *Virtual-On* introduces it on an epic scale. The arena is massive and filled with structures to hide behind. With close-combat no longer the only practical option, high-velocity weaponry is standard. And because you control robots not humans, super-running, super-jumping and super-fighting are the norm! Such is the magnitude of *V-O*'s combat, that the coin-op uses two Model 2 boards – one for each player! The cabinet is also divided into two cockpits separated by a screen. This is the kind of deadly-serious duel AM3 have brought to the Saturn!



Weaponry on an megolithic scale is the trademark of *V-O*!



That and monsterous robots the height of tall buildings!

THE TWIN STICK

Part of the arcade *Virtual-On* experience involves mastery of its Twin Stick controllers – designed to allow complex control of your Virtuaroid fighter with superfast ease! Bringing these sticks into the home is the kind of behaviour we've come to expect from perfectionists like Sega. However, they're only being released in Japan. At £50 a set, Sega consider them too expensive to appeal to Western gamers. Hardcore Sega-fans will of course obtain the Sticks from importers anyway!

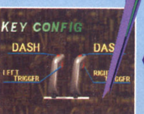




The Japanese packaging (left) for the Twin Stick (right).

VIRTUAL-TERNATIVE!

Even in Japan the sticks will prove too pricey for most, So AM3 have put considerable thought into optimising the normal Saturn pad. There are five different pad configurations built-in, plus a pad-edit option. One of the set-ups even mimmicks the Twin-Sticks, with the X,Y,A,B buttons forming a second D-pad. However, this is quite confusing. The best is Type A which, once you're accustomed to it, proves highly controllable. So NO the Twin Stick is not essential!





CONTROLLING YOUR VIRTUAROID!!

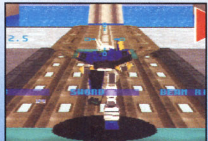
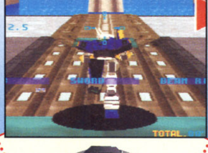
If you're unfamiliar with the *V-O* coin-op, here's an explanation of the Twin Stick steering system, also showing how it translates onto the Saturn pad.



The amazing weapon effects are impressively reproduced on Saturn! Just look!



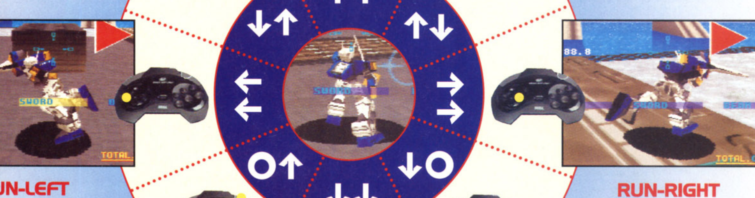
RUN-FORWARD



ROTATE-LEFT

ROTATE-RIGHT





RUN-LEFT



RUN-RIGHT



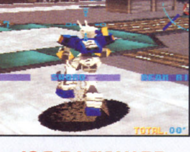
ROTATE-BACK-LEFT



ROTATE-BACK-RIGHT







JOG-BACKWARD

DASH!

HIT DASH BUTTONS!

Used for escape! You can't change direction during the dash!



GUARD!



Blocks close-combat attacks. Difficult to use effectively.

JUMP!



Pull the sticks apart to jet into the air. Good for dodging!

VIRTUAL TACTICS

To help you better understand the kind of Versus Game *V-O* is, here's a five point guide of techniques you need to master to survive in the Virtuaroid Arena!



HIDE

Use buildings on each stage as shields. Cover is vital to success.

RECHARGE

Used weapons need time to recharge. Be aware of their power levels.

RESIGHTING

If you lose sight of your quarry, jumping immediately retargets them!



RECOVERING

Following a jump or dash, a Roid pauses. That's when you should strike!



ATTACK ON THE FLY

Dash and then attack to auto-target and fire at a foe. A winning technique!

OPERATION MOONGATE!

There are eight initially selectable Virtuaroids. Here they are, in the order you face them in Arcade Mode! Complete with their respective battle terrains! Virtuaroids... ON!

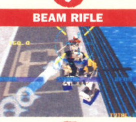
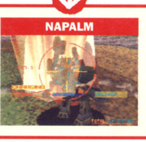


Please select your VRoid... It's the Robots 'R' Us shop!


Powering up! Each trooper has its own launch sequence!


Off he goes! You can see a teensy human there on the right!


Quit taking a wee off the deck and get to the battle, son!

VIRTUAROID INITIATION COMPLETE... NOW ENTER COMBAT	LEFT WEAPON	SPECIAL WEAPON	RIGHT WEAPON	LEFT WEAPON 
TEMJIN **LOCATION: FLOODED CITY** A swift, impressively powered Roid with a reasonably tough shell. A good all-rounder.	BOMB 	BEAM SWORD 	BEAM RIFLE 	FLOATING MINE 
 **VIPER II** **LOCATION: AIRPORT** Very fast, with precision weaponry. Not overly tough, but a lethally effective Virtuaroid.	7-WAY MISSILE 	HOMING BEAM 	VULCAN 	BOMB 
 **DORKAS** **LOCATION: WATERFRONT** Lethargically slow, but its weapons are some of the toughest in the game. Especially its hammer!	HAMMER 	PHALANX 	FIREBALL 	BOWGUN BEAM 
 **BELGDOR** **LOCATION: GREEN HILLS** Tough to manoeuvre it into close range, but all its weapons are devastating projectile explosives.	NAPALM 	HOMING MISSILE 	GRENADE 	GROUND BEAM 

VIRTUAL BIG-UNS!

There are two more Roids in *V-O* – the bosses! Their weapons are unknown... until they explode in your aluminium face!

Z-GRADT

The final Virtuaroid appears on the massive floating stage known as Nirvana. It seems nothing more than a murderous four-legged box, bristling with every weapon, until it transmutes into a giant cannon, launching a screen-sized beam! Rock 'aard!



Z-Gradt – the ultimate VR Trooper – seems indestructible!

JAGUARANDI

If you've been doing badly, he appears on a 'Penalty Stage' following the defeat of Bal-Bas-Bow. Initially his attacks are devastating. However, for every continue used after he's defeated you, he reappears smaller and weaker! After three goes, he's pathetic. His bodyshell is always your Roid's second colour.





WEAPONRY

Virtual-On features two weapon buttons. Each one launches a different attack – unique to the robot. Hitting both of them launches a special attack. When close-up, a double target appears, automatically switching to your close-combat weapon!













Each trooper's continue screen shows it being uniquely repaired.



A handy hint scrolls across the bottom. Heed it well, it's useful!

SPECIAL WEAPON | **RIGHT WEAPON** | **VIRTUAROID INITIATION COMPLETE... NOW ENTER COMBAT**




BAL-BAS-BOW

HAND BIT | RING LASER

LOCATION: RUINS
Unusual Roid with unusual attacks. Most notably detachable self-guiding laser-cannon hands!

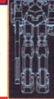



APHARMD

TONGFER | SHOTGUN



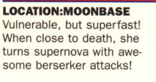
LOCATION: SPACE DOCK
A rockhard all-round Marine-Roid. Excellent projectile weapon and lethal close-quarter combat sticks!



FEI-YEN



HEART BEAM | HAND BEAM



LOCATION:MOONBASE
Vulnerable, but superfast! When close to death, she turns supernova with awesome berserker attacks!

RAIDEN

LASER | BAZOOKA




LOCATION: DEATH TRAP
Awesomely tough, but still reasonably mobile. Devastatingly potent attacks too! The Master's Roid!

VERSUS MODE!

It's what this game is about after all! Contrary to rumour, *Virtual-On* doesn't feature cable link-up abilities at all. Not even using the forthcoming NetLink. It does however, feature the BEST split-screen mode we've seen in any Saturn game. This can be divided both horizontally and vertically, with the all-new vertical divide providing an amazing field of vision. What's more, the speed isn't hindered and there's no clipping!. Perfectly tuned two-player action!






COMMENT

Sega's best games have a way of creeping up on you. First impressions are usually tinted with an element of "so far, so great, so what?". But... play them as though your life depended on it, and suddenly you're into startling new territory. So *Virtual On* may appear to be a shallow, best-suited-to-the-arcade action title. However dedication reveals something much more involved – a game with the strategy and depth of a great fighting game, combined with the nuclear chaos of an awesome shoot 'em up. Like all classic titles, there are some untouchable moments awaiting players who commit themselves to learning the characters well. Having your opponent in your sights, calculating your next routine, then pulling it off with dazzling finesse is truly something else. You may think you already own all the best Saturn games – fact is you don't until you've got *Virtual On.*

PAUL DAVIES

REVIEWER

From my experiences of arcade *Virtual On* I found it incredibly... confusing! When the Saturn version arrived, I found it equally confusing. Arcade perfect then! First impressions tell you *V-O* is special. The graphics, speed and sound-effects are dazzling. You may think this is just a gloss over some very muddled gameplay. You'd be wrong! It takes quite a few hours practice, learning some vital techniques before your eyes unscramble the explosive haze of action – and reveal an awesome versus game! *Virtual On* provides a challenge no other game offers. Two robots, a massive arena and utterly incredible weaponry. Cyber Sled touched on the concept, but it was dull. In *V-O* you're humanoid – you run, leap, fight hand-to-hand, twist around to shoot backwards. It's an amazingly skilled game – with the normal pad (that's all I've played with) – and top two-player fun. My favourite game this month and one I intend on mastering!

TOM GUISE





RATING

A totally unique and essential duelling experience. You won't believe your Saturn is powering this titanically-charged monster!





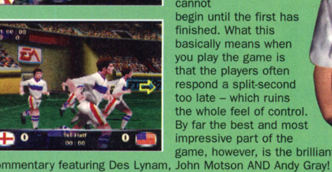
FIFA SOCCER 97





- PRICE £44.99
- 16 BIT AND PC VERSIONS AVAILABLE
- SATURN VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY: EA
- TEL: 01753 549 442

The *FIFA* games are always incredibly popular, even though they're not considered by many players to be the best football games available. On the PlayStation, *Olympic Soccer* is currently the best – looks terrible, but is fast and fun to play; and on the Saturn it's *WorldWide Soccer* – looks great, and is good fun. *FIFA '97* is supposed to be a step up from *FIFA '96* in that the characters are now 3D motion-captured models (with motion from David Ginola, no less), rather than the blocky sprites of previous games. The problem is that the move to full 3D has slowed the game down a great deal, and a terrible mistake has been made: Once a motion-capture has started, another cannot begin until the first has finished. What this basically means when you play the game is that the players often respond a split-second too late – which ruins the whole feel of control. By far the best and most impressive part of the game, however, is the brilliant commentary featuring Des Lynam, John Motson AND Andy Gray! The three presenters fit together brilliantly and really add to the overall atmosphere. Unfortunately, this just isn't enough to make the game any more fun – it's just too slow, too jerky, and overall worse than the previous games. **ED LOMAS**





Did the goalie reach the ball? No, he didn't.



A nasty foul! That's a very bad place to give away a free kick!

The players are very detailed and look great when close up, if a little too much like Frankenstein.



The indoor mode is the best bit.



The FMV intro is fantastic, as ever.

INTERNATIONAL SUPERSTAR SOCCER DELUXE






- PRICE £39.99
- SNES VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 8 MEG CART
- PUBLISHED BY: KONAMI
- TEL: 01895 853 000

International Superstar Soccer Deluxe will immediately strike you as comprehensive – there are more detailed options here than in any other soccer game ever! Even editing your kit colours is pretty exhaustive – you can change the RGB value of every shade of colour on your shirt! Graphics and sound aren't great, but it's never particularly difficult to see what's going on. And though the action is a bit slow at times, the movement of the players is distinct from every other soccer game, making it play more like an arcade game than a serious simulation. The Mega Drive has got plenty of football games already, and there can't be many MD owners without at least one of them, making *ISS Deluxe* slightly redundant. But if you really want another, this is the best around. **ED LOMAS**







It may not look particularly great, but it's lots of fun to play. Just like it was on the SNES!






MORTAL KOMBAT TRILOGY






- PRICE £IMPORT
- PLAYSTATION VERSION AVAILABLE
- SATURN VERSION RUMOURED
- STORAGE 64 MEG CART
- PUBLISHED BY: GT INTERACTIVE
- TEL: 01871 258 3791

Last month we reviewed the PlayStation version of *MK Trilogy*, and pointed out how the machine wasn't at all terrible at handling sprites. This month we have the Nintendo 64 version for review, and can say straight away that it's worse than the PlayStation version. The most immediate and important difference is that it's got 7 characters fewer than the PS, and that's including the four secret fighters. There's also a noticeable lack of animation, making some moves and Fatalities look silly. Plus, the sound is terrible – very fuzzy speech and effects, with "beepy" music. The game plays just the same as it did on PlayStation, thankfully, only it's slightly harder to control with the N64's joypad (don't even try it with the 3D stick!). Of course, the playability is the most important part, but the loss of sound quality, lack of characters and overall impression is far less exciting than everyone, including us, had hoped. **ED LOMAS**



See that on the left – 7 hit combo! Yep, we can do amazing combos even with rubbish pads.





X2



SHOOT EM-UP

OUT NOW

BY TEAM 17



1-2 PLAYERS

Last September people didn't go too crazy over the *Raiden/Raiden II* PlayStation CD. So I reckon there's even less chance for *X2*. That there are far better blasts on the Super NES and Mega Drive doesn't help. *Super Aleste, Parodius* (SNES); *Zero Wing, Thunderforce IV, Hellfire* (MD) – any one of these offer more intelligent, well balanced gameplay than *X2*. Attention spent rendering, and animating the slick space craft, should have been concentrated on devising masterful set-pieces for players to struggle their way out of. Enemy routines are dull, and the BOSS ships are tedious. Flashy effects only add to the game's problems by creating confusion, and with two players on screen that situation becomes ridiculous. Experts could well hate *X2*. Everyone else may find it hard to see any point in it.

PAUL DAVIES

- PRICE £44.99
- SATURN VERSION PLANNED
- AMIGA PREQUEL AVAILABLE
- STORAGE 1 CD
- TEL: 0161 832 6633
- RELEASED BY: OCEAN



This boss looks like an aubergine before it unfolds. It's about as clever as one, too.





BLAST CHAMBER



FUTURE SPORTS

OUT NOW

BY ATD

1-4 PLAYERS

Survival of the sharpest, where players struggle to prevent their guy from exploding (bombs strapped to their backs!). Sport is introduced in the form of a crystal which, if returned to a reactor, affects the time limit. Slam it home in your team-colour reactor to extend your own time, or into an opponent's to have his run down quicker. Steal the crystal by pushing the others over! Easy then, but not so straightforward as the chamber can be rotated to throw everyone off balance. There are 20 varieties of chamber in multi-player mode, each with its own lethal characteristic. There's also Solo Survivor mode, in which it's just you versus the strategy of 40 increasingly difficult chambers. All very impressive at a glance, but sadly the game's appeal is severely retarded.

PAUL DAVIES

- PRICE £44.99
- SATURN VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- STORAGE 1 CD
- RELEASED BY: ACTIVISION
- TEL: 0181 742 9400



Tread on the arrows in the corner to rotate the chamber around. Everyone falls over. Ha ha.





TOMB RAIDER



3D ADVENTURE

OUT NOW

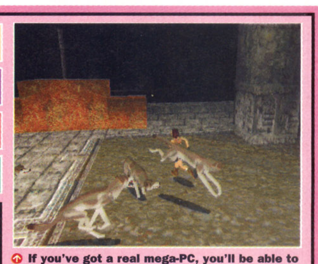
BY CORE

1 PLAYER

Strange that PC owners should have to wait longer than the console owners for their chance to play what many are calling the game of the year. This version plays just about the same as the others, but with one major difference – no set save points! That's right – you can save anywhere in the game you like. Because of this the game does lose its challenging appeal a lot. Providing you don't save the game every time you take a step though, you'll still get a tight adventure. This is the prettiest version to look at, and is amazing in the high-res mode (though you'll need a fast processor). Also the keyboard offers much more precise control than the consoles' joy pads. One minor flaw is a slight pause whenever Lara enters a new room. This is still a great game, and comes highly recommended even if it is slightly easier than the console versions.

ALEX HUHTALA

- PRICE £39.99
- PC ACCELERATED VERSION PLANNED
- SATURN AND PLAYSTATION VERSIONS AVAILABLE
- STORAGE 1 CD
- PUBLISHED BY: CORE
- TEL: 01332 297 797



If you've got a real mega-PC, you'll be able to run *Tomb Raider* looking like a rendered image!



WAYNE GRETSKY'S 3D HOCKEY

ICE HOCKEY

OUT NOW (US)

BY MIDWAY

1-4 PLAYERS

Like Ed, I'm a big fan of the *EA Hockey* series. I'm also a big fan of *NBA JAM*. So I couldn't wait to play this latest release on the N64. After the initial excitement though I felt a bit let down. The main problems are the graphics – for an N64 game they are very blocky – and also the controls. The *EA Hockey* games require only direction and 2 to 3 buttons to control all the moves. *Gretzky* uses all the buttons ton the pad, which, for a fast moving game, makes things pretty fiddly. Also there isn't a choice to select your line – a minor point, I know, but one which highlights the major flaw in this game: The emphasis in *Gretsky 3D* is of arcade gameplay rather than realism. Ice hockey is a game that lends itself to video games completely, and *Gretsky 3D* tries too hard to try and change it.

ALEX HUHTALA

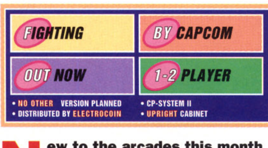
- PRICE £90
- SIMILAR ARCADE
- VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 32 MEG CART
- PUBLISHED BY: GT INTERACTIVE
- TEL: 0171 258 3791

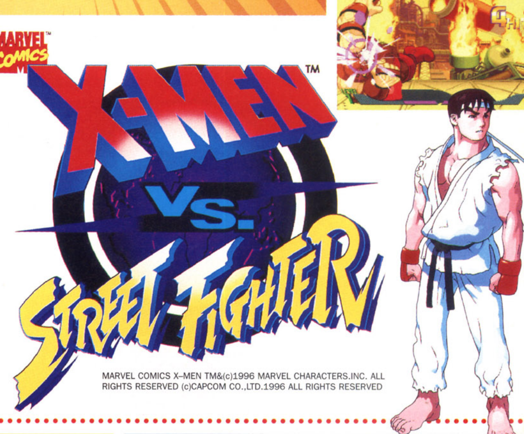


Like *NBA Jam*, *Gretsky 3D* is completely over-the-top! It's even got flaming pucks!

ARCADE







New to the arcades this month is an almighty new Capcom fighting game: *X-Men Versus Street Fighter* – an outrageous blend of the measured tactics of the World Warriors, and the OTT onslaughts as witnessed in *Marvel Superheroes*.

As ever, Capcom have honoured their tradition with a great playing coin-op. X-Men Versus Street Fighter may initially cause fans of one particular fighting style some concern – especially die-hard SF players who like their fighting clean and precise. However everyone we know has become a convert. And we know you'll love it too. So here's an explanation of how it all hangs together, courtesy of Capcom.

TAG TEAM FIGHTS

The most important new feature of *X-Men Vs SF* is that this is a two characters vs. two characters battle. It's still a two player game, but now each player has to hand–pick a team of fighters. The teams don't have to be solely X-Men or Street Fighter characters! You can have any combination of fighters you desire! However, you can't have two of the same character. These are tag team bouts however, so you don't usually end up with all four characters on screen at once. Another big revision from the old style of Capcom beat 'em ups, is the disappearance of the number of rounds per bout. NO more best of three! Not that the game loses anything because of it. Each bout is now one round, because you are controlling two fighters, the fight usually lasts about the same amount of time as the old three round system.

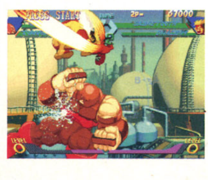


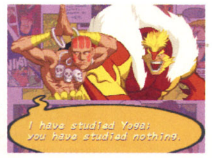


Here's how tag team looks from the initial select screen.



And here the Juggernaut/ Magneto team face off.





VARIABLE HERO BATTLES

X–Men Vs SF uses what Capcom are calling the "Variable Hero Battle" system. That's just a fancy name for the way you can exchange your characters during the fight, it is tag team remember? What is evident, is that this system is definitely going to appear in new Capcom games, as the switching of characters adds lots to the tactical game play. If you think all this switching of characters is going to slow the fights down, don't be fooled, it all happens incredibly fast! Here's the breakdown of the different ways to exchange your fighters.

VARIABLE COUNTER

Press strong punch and strong kick while moving the joystick from back to down. Your present on-screen character must be guarding against an attack before you perform this move. It also costs you one level from your Super Combo metre.



That's Rogue crossed off the list until next time. That's gotta hurt!



VARIABLE COMBINATION

Again press strong punch and strong kick while moving the joystick from down to forward. This move costs two levels from your Super Combo metre! This is what you get for those two levels though: your resting partner leaps in, and then both of your characters will perform a Super Combo!





VARIABLE ATTACK

Press strong punch and strong kick at the same time. Your resting character will leap onto the screen, they'll do a quick pose for a second, and then take over the fight from your other character. If the character you were using was in the middle of an attack, it's cancelled! This cancelling of the attack can be used as a great defensive tactic.







Dhalsim chooses to celebrate this victory with a toasting!





No, the game hasn't gone wrong here. This is part of the intro.



Juggernaut is as bad tempered as ever. He should rest more.

STAGES

The stages are as follows:

- **Dead Or Alive:** This is set in a TV studio, where they are filming a quiz show. The battle causes people to flee the area.
- **Mall Mayhem:** Showdown in a shopping centre. Showdown In The Park: Guess what, it's set in a park!
- **Death Valley:** Set in a large dry rift valley.
- **The Cataract:** Set in a jungle.
- **The Temple Of Fists:** There's a huge Buddhist statue.
- **On The Hilltop:** There's a large tree, really.
- **Manhattan And Below:** There's a police street, and an underground too.
- **Flame Burst:** This is an oil conversion industrial area. Due to the explosive battles there are giant roaring fires.
- **Scramble:** This is the Black Bird stage. From the underground hanger to the surface of the plane you fight.
- **Apocalypse Now!:** This is the Apocalypse stage.







Woah! The Street Fighters have incredible 'X' moves don't they!



NEW MOVES FOR OLD!

The benefits of mixing the X-Men and Street Fighter characters are the amounts of extra new moves. Some *Street Fighter* connoisseurs may argue that this plays more like *X-men* or *Marvel Super Heroes*, and they'd probably be right. These new moves do serve a purpose, and that is to match the fighters from different licenses. So you get a much fairer fight.

UNCANNY CAPABILITIES!

✶ **GROUND**: All the fighters can perform dashes on the ground, by either moving the joystick twice in the desired direction, or pressing all three punch buttons. There is also a new guard move – while already guarding press all three punch buttons, this will force off your opponent so you can break their attack.

✶ **AIR:** While in the air fighters can perform Super Combos! All fighters can perform air attacks but only four – Chun-Li, Rogue, Storm and Magneto can perform mid-air dashes by moving the joystick quickly forward twice. Storm, Magneto and M Bison can fly in the air by moving the joystick from down to back and pressing any two punch buttons.







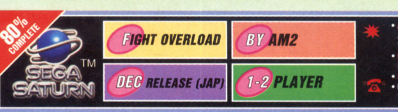
MANY THANKS...

...to Capcom for their kind assistance with this feature. Next month we have planned a colossal in-depth guide for the CP-System III game *Red Earth*!









FIGHTERS MEGAMIX

PICTURE EXCLUSIVE

Yeehaa! Much to our joy, these incredible pictures of AM2's explosive new Saturn beat 'em up surfaced just as this issue was going to press! For the full news-breaking story on this titanic game – set for release before Christmas in Japan – turn to the frontpage of Freeplay NOW! The rest of you, just take a look at these first screenshots of what Yu Suzuki is calling AM2's hottest release this winter!

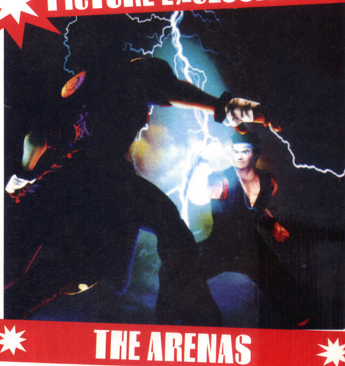




Can Bahn beat Akira?



Yay, Kagey! Sock it to that no-good Viper wimp!



THE MEGAMIX!

32 characters are in the game, ten of them hidden. Nine of them are previous AM2 stars including VF Kids, Virtua Cops, Sonic Fighters and even original *VF1* characters. Other fighters hotly tipped to appear include the *Hang On* rider, an obscure AM2 character called Rentahero, Robo Pitcher (a toy) and the *Daytona* Hornet car (believe it!). The remaining one, we reckon, is a never-included Arabian character called Sheba from the first *VF*!





















Above you can see Kage, Tokio, Grace, Sarah, Shun, Kumachan, Akira, Bahn, Lau, Jane and Raxel. Just a few of the 32 characters!

THE ARENAS

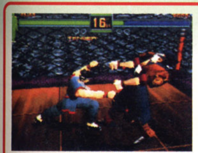
Fighters Megamix is going to feature a wide selection of stages, including variations on the *VF1*, *VF2* and *Fighting Vipers* stages. They come in two forms, with and without walls. However there's no form of Ring Out! For example, Jeffrey's stage (which we know is in there) is an ongoing beach! Only two arenas have been visually revealed. Jacky and Sarah's Chicago stage with a new surrounding wall, and Wolf's *VF2* stage with cage enclosure.



A wall surrounds Wolf's arena. Wall climbing as seen on the Chicago stage (below).








A hard double fist slam.
A shinkick ripe for a follow-up.
A *VF3* mid-level attack!
A throw, deadly against a wall.






VIRTUA FIGHTER 3 MOVES!



Sarah leaps up, wraps her legs around her foe and slams 'em!

A back-kick with the heel brought down fast on the head!

THE DODGE MOVE!

New to *VF3*, added to Hyper Mode in Saturn *Fighting Vipers*, it's a standard feature in *Megamix* thanks to the addition of a Dodge button!



A fight between Bahn and Akira. Previously both had no way to avoid this face-off!

Not any more! Akira dodges Bahn's lunge. The *VF3* Dodge adds new tactics to the game!



Another all-new Virtua Fighter 3 speciality! A variation on Lau's roundhouse kick. Excellent for catching a foe dodging around you!




Possibly the best *VF3* move! Following Kage's Single Stretch kick (below), he can leap into air, catch his foe and slam them!

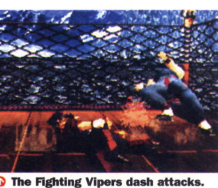


Akira Iron Mountain Lean. A powerful *VF2* slamming move.

Bahn's Iron Mountain Lean. His one sends Akira flying!




Yet another *VF3* move! Lau grabs the other fighter's shoulders, flips over their head and chucks them! Great against a wall!



The Fighting Vipers dash attacks. The VF2 characters will have them too!



NEXT MONTH! ROUND 1.. BUNDLE!

We know sega europe have already taken possession of a version of *fighters megamix*. however, with the game not scheduled for release here until next easter, they're not keen on giving too much away. trust us though! We'll be bringing you moooore!

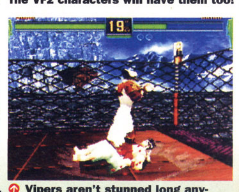


The armour-destruct! *VF2* characters will also have these moves!



Escape is possible from nearly all characters throws.

Prototype *VF1* with the unreleased fighter. He is in the game!



Vipers aren't stunned long anymore if they miss a drop attack!







It wasn't planned for us to dedicate two solid pages of New Games to one N64 game this month. But after seeing *Star Fox 64* in action at Shoshinkai, we just had to show you the amazing progress it has made.

STARFOX 64

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The series which launched the Super NES into an exciting new era, opens an incredible new dimension for Nintendo 64. Like the other NCL titles, *Star Fox 64* isn't just an advancement in graphic style, it pushes the new 64-bit environment as far as possible at this early stage. Also significant for its use of the new Jolt Pack accessory, *Star Fox 64* should become another essential addition to an increasingly varied collection of original 64-bit software.





A NEW TAIL

Those of you familiar with the first *Star Fox* (*Star Wing*) game may want to know how the plot has developed. Well, Fox McCloud is once again assigned by General Pepper of the Cornerian defence force to combat the evil doings of evil Emperor Andross. After being deported to the planet Lylat, Andross raised an army against the planet's native people. He must be stopped!







WING, EAR, AND BEAK MEN

Besides honouring its hero, the name Star Fox refers to the team which McCloud is a part of. It's important to know who his fellow defence force members are, as they play an integral role in the game – they're not just background fantasy. As with the first Star Fox game, Slippy Toad, Falco Lombardi, and Peppy Hare join Fox in the skies as wing men. Throughout each mission the entire team are seen handling their own situations, occasionally passing close to Fox's own ship. It's highly likely that we will see similar situations to last time, where a team mate runs into trouble and needs Fox to save them, or gets quite angry when Fox bags an enemy fighter in someone else's sights.

The addition of a radar scanner helps Fox get a handle on the situation. On here the position of his team and that of the enemy fighters is shown.













In the original *Star Fox*, the Asteroid Belt and Armada stages were the only ones viewable from inside Fox's ARWING.



ROCKET-FUELLED SUCCESSOR

The ships flown by the Star Fox team are called ARWINGs. In the first game these were reputedly prototype models, but the design is evidently finalised now. Obvious improvements include the addition of a funnel-like sight system, similar to that used in Sega's *Panzer Dragoon*. Once again it is possible to barrel roll out of danger, and in doing so repel most enemy missiles, but this time the ARWING is seen to briefly cloak itself with a shield. How many VR modes are available isn't certain just yet, but once again it appears that only certain missions are piloted from Fox's eye-view, inside the ship.



ARTRACK?

Like the ARWING this tank employed by the CDF has the ability to roll from side to side for evasive purposes. This completely new element to the Start Fox universe looks like being a lot of fun. Wonder if you can upgrade that cannon same way as the ARWING lasers?

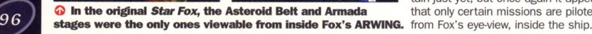


For a tank this vehicle seems to be incredibly light, as it has great manoeuvrability.





The tank stages offer a strong contrast to the ariel exploits of the ARWING fighters.








TOUR OF DUTY



It's no surprise to find that the locations in *Star Fox 64* are invariably stunning. Here's a first look at five of these most convincing worlds that are sure to distract your incredulous mind from the real one.






FOREST
Lush. Green. Trees, and still water. As Fox flies overhead, the lakes reflect his ARWING. Low level flying is a real thrill, as you can see from the pictures. Unfortunately we don't know what the Boss looks like.



SNOWSCAPE
Mountains are everywhere shrouded in mist. Against the white background, the smoke trails of fallen enemy fighters are seen before crashing. The ARWING's lasers cause scorch marks to appear on the ground.



SEA
Water behaves as realistically as in *Wave Race 64*. This giant serpent breaks the surface, circles Fox, then tumbles back into the depths again! The ARWINGs create spray, and enemies are reflected on the waves.



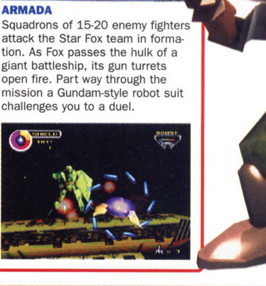
SAND DUNES
Fox takes the Tank into action, being careful to avoid the mines which lay half-buried in the sand. Notice how the vehicle leaves tracks. Enemy bombers attack from overhead, and giant turtle-like mechs stalk the area.



ASTEROID BELT
Some of these rocks are HUGE, occasionally filling the entire screen as another is seen tumbling towards you! In the sequence shown here, a couple of mecha-serpents writhe into view from behind Fox's ship!

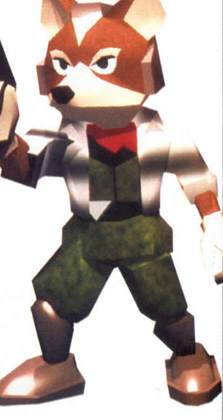


ARMADA
Squadrons of 15-20 enemy fighters attack the Star Fox team in formation. As Fox passes the hulk of a giant battleship, its gun turrets open fire. Part way through the mission a Gundam-style robot suit challenges you to a duel.





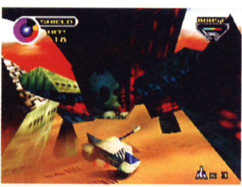
For the first time we get see the mothership, from where the Star Fox team launch into battle!



JOIN THEM IN THE SKIES

Up to four players may take to the skies at once in Star Fox 64, though only in a Battle Mode scenario. The landscape here is relatively flat, with few obstacles, as the emphasis is on hunting your opponents. Each player's ARWING fires a different coloured laser (red, green, blue or yellow) to distinguish them. Rules are kept nice and simple – last ship remaining wins – and there may even be a 'kill' count variation in the finished game. In the first instance players may join in at any time. The action is fast and fluid, with no sign of slow down. If there are only three players involved, the fourth window is employed as a third-person perspective of the action, focusing on individual ships at random.

There are no boundaries in Battle Mode. If an ARWING leaves the field from the West, they immediately reappear in the East. Handy to know, tactically speaking.

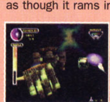



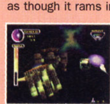
BOSS BOSSES MAN!

The Boss ships in *Star Fox 64* are as ingenious as they are gobsmacking. Check this lot out!



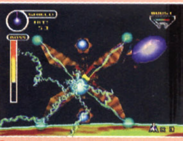
BOSS A headless bi-ped, which looks as though it rams into its enemy.








MINI BOSS Reaches out with its four skinny arms to claw at Fox's ARWING.



BOSS Similar to Blade Barrier from the original. Shoot those segments away!



MINI BOSS Looks like ROB, the NES toy. Its giant fists try to smash you to pieces!



MINI BOSS Huge armoured carrier, firing equally huge missiles in your direction!





CHRISTMAS QUAKE GIBLETS

If you thought that *Christmas NiGHTS* was a good idea, but don't actually want to fly around being nice to things, try this for size!

As we keep telling you, the best thing about *Quake* is that it's so easy to customise the game to be whatever you want it to be. If you don't like something about it – take it out. If you've got a great idea – don't sit around waiting for *Quake 2* to do it, just do it yourself! We're all in such a festive mood at the moment, that Ed decided that *Christmas Quake* would be a nice idea, then spent a lunch hour creating it! Using the simple QuakeME program featured in issue 180, he removed the textures from the real enemy models, scribbled Santa costumes on them all, then put them back into *Quake*! Simple!

DING DONG MERRILY YOU DIE, LA LA LA...

WHILE SHEPHERDS SHOT THEIR DOGS AT NIGHT...

HO HO HO! MERRY CHRISTMAS, LITTLE MAN!

When you reach the end of Episode 1 of *Quake*, you may be expecting the terrifying Chthon to rise from the lava and blow you away. In *Christmas Quake*, he looks far more friendly, and is dressed up in massive Santa costume like everyone else! He'll still blow your head off if you stand still for too long.

"EEK! IT'S SATAN CLAWS!"

KILL A MONSTER, GET A PRESENT!

In *Christmas Quake*, enemies don't get their heads blown off when gibbed – they leave presents for you! Fire a Quad damage rocket into a pack of Grunts and see the gifts fly!





Exploding enemies leave gift-wrapped presents when killed! How sweet!

HOW TO GET YOUR COPY OF CHRISTMAS QUAKE!

Creator of *Christmas Quake*, Ed Lomas, says "I want *Christmas Quake* to be a gift from me to all of my friends around the world at this magical time of year. Therefore I will not charge money for this game, instead I will put it on the internet very soon so that everyone can play and have fun. Please look for it and keep enjoying video games (laughs). Merry Christmas and a Happy New Year to you, one and all!"

IT'S RUDOLPH THE RED-NOSED DOG!

CHRISTMAS QUAKE!

HI! I'M ED! AND THIS IS MY CHRISTMAS PRESENT TO YOU, THE READERS OF CVG!



Take a look at the *Christmas Quake* homepage at "http://www.otaku.com/ste/xmasquake/". The final, improved version of the game will be ready for downloading from this address on Monday 16th December 1996, so keep your eyes peeled! Ho ho ho, Quakers!

HAPPY CHRISTMAS TO ALL QUAKE FANS!

FEATURE

Some Games are Simply Streets Ahead of the Competition

"A must-buy classic. SimCity 2000 is a big game in every sense - there's never been a more detailed or comprehensive sim on the Super NES."
NMS - 93%

MAXIS

SIM CITY 2000

THE ULTIMATE CITY SIMULATOR

HOT PROPERTY FOR THE SUPER NINTENDO

- $ Superb conversion of the PC CD-Rom smash hit
- $ Build vast cities using past, present and future technologies
- $ Improved graphics and user interface
- $ Enhanced charts and graphs providing even more control
- $ Totally customisable terrain
- $ Battery back-up plus 256K S-RAM









LOOK ME IN THE EYES AND SAY YOU LOVE ME







The Computer and Video Games FREE Pull-out Guide



January 1997

Christmas FREEPLAY

Issue 9

.stop press.

VIRTUA FIGHTERS AND FIGHTING VIPERS – IN ONE GAME!!

You read it correctly! AM2 are releasing an all-new beat 'em up featuring ALL their Saturn fighting game characters – *to be released into the home before Christmas in Japan!*

Fighters Megamix is its name and – following weeks of growing rumours about a major Sega secret – the news was finally officially broken at the Sega Winter Power Up conference in Japan. Sega's head of R&D, Yu Suzuki, announced that it would be AM2's hottest title for this winter. He also stated that not only would the game feature all the characters from *Virtua Fighter 2* and *Fighting Vipers* (that's 22 in all, including BM and Kumachan), it would also include the Virtua Cops as well!

All manner of incredible new features have been included. Most notably, elements of *Virtua Fighter 3*! The *VF2* characters will now be able to use some *Virtua Fighter 3* moves, while the Fighting Vipers have some all-new moves of their own. The game will also feature the Escape button from *Virtua Fighter 3*, allowing all the characters to side-step left-or-right to avoid attack!

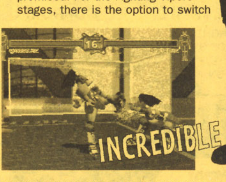
Although the characters are – at least on the surface – cross-compatible, there's obviously some questions over how their fighting-styles will be affected, most notably with regard to the armour and walls. It's been revealed that the *Virtua Fighter 2* characters will not wear body armour. They WILL however, have armour-breaker moves like their *Fighting Viper* counterparts. An important feature of *Fighting Vipers* was the mid-air recovery, allowing them to land on their feet. The *Virtua Fighter 2* characters will now have this ability too.

As with regard to the walls, this really comes down to the stages in the game. *Fighters Megamix* will feature stages from *Virtua Fighter 2*, *Fighting Vipers* AND updated original *Virtua Fighter* ones. All-new levels are also promised. For the *Fighting Vipers* stages, there is the option to switch off the wire-fences, walls and ring outs.

The graphics are also a point of discussion. *Virtua Fighter 2* used the Saturn's super hi-resolution mode. *Fighter Vipers*, although at a lower resolution, used light-sourcing and gourard shading. Which of these graphical elements will be employed has yet to be revealed. It's also unknown whether the characters will sport new costumes.

There was a restriction on AM2 revealing any pictures of the game before we went to press. However, the game is scheduled for a December 21st release in Japan, so expect masses of information next month. What's more, its set for a spring release over here! Virtua Fighters, Fighting Vipers, Rage and Smarty in one game! What more could you ask for?





INCREDIBLE NEWS!

← Here's Smarty. How's he gonna play? Like Pepsiman perhaps? If current rumours are to be believed, Sonic the Hedgehog and the VF Kids could be in the game too. Oojima!

GAMEBOY CREATOR STARTS OWN COMPANY

A few months back we reported that Gumpei Yokoi, the inventor of Gameboy, had mysteriously left Nintendo. At the time there was speculation that it was related to the poor success of his Virtual Boy. However, now he has re-emerged with his own company, and his products may well be released through Nintendo!

The company, called Koto, is the result of Yokoi's desire to bring out more of his ideas. He says that as Nintendo became a bigger company it could only bring out major products. And he has accumulated many ideas in his 30 years with the company, which he now wants to turn into working products.

The company already has six products in development, with the first set for release next June. No details have been revealed, although Yokoi has stated that none of them are N64, Saturn or PlayStation-related. However he has mentioned that one of the projects is based on 'high-level technology developed for the military, which could now be used for the equivalent of around a pound'. Leading to speculation that it could be coin-op hardware. As soon as we know more about Koto's projects, we'll tell you.

RED-HOT FACT/ RUMOUR MILL!

It was also revealed at the Sega Power-Up that ***Virtua Fighter 3* is coming to Saturn.** *X-Men vs Street Fighter* is a Saturn exclusive. As is *Quake*, which is going to include the NetLink facility. *Destruction Derby*'s release has slipped to next year. *Virtual On* has been rush-released in America. Guile is in *Street Fighter EX*. *Zool* is set for his own 3D game. N64 isn't going to be released here until June or July. *Populous 3* looks great, a bit like *Magic Carpet*. *Dungeon Keeper* on Saturn has impressive lighting effects. There's a hidden four-player game of Tanks in *Exhumed* if you get all the team dolls.

READERS MOST WANTED CHART

I want, I want, sometimes gets...

1	NINTENDO 64	IN BLIGHTY
2	VIRTUA FIGHTER 3	ARCADE/SAT
3	TEKKEN 3	ARCADE/PS
4	STREET FIGHTER 3	ARCADE
5	MORTAL KOMBAT 4	ARCADE
6	VIRTUA COP 2	SATURN
7	QUAKE	PLAYSTATION
8	TIME CRISIS	PLAYSTATION
9	RESIDENT EVIL 2	PLAYSTATION
10	STREET FIGHTER EX	ARCADE/PS

Your other pathetic demands include *Daytona 2* on Model 3 (see main news), free PlayStation games, to sell my PlayStation (not from any of us), a Capcom joystick, Amiga to become good again (hahahaha), Chicken Pot Pie (?), the ultimate Sonic game and a 128-bit CD-based console that is 'unfaultable'. Keep them coming, cos if you don't, we wee your letters onto the side of the toilet bowl.

Contents



Official Christmas Chart Round-Up

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**NE**	**SOVIET STRIKE**	**PLAYSTATION**	**E.A.**
2	NE	CRASH BANDICOOT	PLAYSTATION	SONY
3	5	SYNDICATE WARS	PC CD-ROM	E.A.
4	7	TEKKEN 2	PLAYSTATION	NAMCO
5	1	WIPEOUT 2097	PLAYSTATION	PSYGNOSIS
6	4	CHAMPIONSHIP MANAGER 2: DOUBLE PACK	PC CD-ROM	EIDOS
7	2	CHAMPIONSHIP MANAGER 2: 1996/1997	PC CD-ROM	EIDOS
8	3	DARK FORCES: WHITE LABEL	PC CD-ROM	VIRGIN
9	5	FORMULA 1	PLAYSTATION	PSYGNOSIS
10	6	TOMB RAIDER	SATURN	SEGA
11	8	FLIGHT SIM 6.0	PC CD-ROM	MICROSOFT
12	15	WALLACE & GROMIT	PC CD-ROM	BBC MULTIMEDIA
13	NE	MONKEY ISLAND 1 & 2: WHITE LABEL	PC CD-ROM	VIRGIN
14	13	FIGHTING VIPERS	SATURN	SEGA
15	RE	CATZ	PC CD-ROM	MINDSCAPE
16	19	ACTUA GOLF	PLAYSTATION	GREMLIN
17	16	NETWORK Q RALLY	PC CD-ROM	EUROPRESS
18	10	WORLDWIDE SOCCER '97	SATURN	SEGA
19	RE	QUAKE	PC CD-ROM	GT INTERACTIVE
20	12	TIE-FIGHTER: WHITE LABEL	PC CD-ROM	VIRGIN

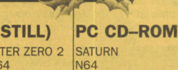
JAPANESE MULTI-FORMAT SALES TOP 10

1	LUNAR SILVER STAR STORY	SATURN
2	VANDAL HEARTS	PLAYSTATION
3	KING OF FIGHTERS 96	NEO GEO
4	STAR GLADIATOR	PLAYSTATION
5	AUBIRD FORCE	PLAYSTATION
6	LANGRISSER 3 SPECIAL	SATURN
7	POCKET MONSTER BLUE	GAMEBOY
8	PICROSS 2	GAMEBOY
9	MASTER OF MONSTERS	SATURN
10	F1 GP NIPPON	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	MK TRILOGY	PLAYSTATION
2	SUPER MARIO 64	NINTENDO 64
3	JOHN MADDEN '97	PLAYSTATION
4	TEKKEN 2	PLAYSTATION
5	ULTIMATE MK3	SUPER NES
6	CRASH BANDICOOT	PLAYSTATION
7	DIE HARD TRILOGY	PLAYSTATION
8	NHL HOCKEY '97	GENESIS
9	JOHN MADDEN '97	SATURN
10	PILOTWINGS 64	NINTENDO 64

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH



1	**QUAKE (STILL)**	**PC CD-ROM**
2	STREET FIGHTER ZERO 2	SATURN
3	WAVE RACE 64	N64
4	WIPEOUT 2097	PLAYSTATION
5	VIRTUAL ON	SATURN



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These charts have nothing to do with the sales of the games, they're just what we recommend you get this month.

SATURN U.K. TOP 5

1	CHRISTMAS NIGHTS	SEGA
2	VIRTUA COP 2	SEGA
3	STREET FIGHTER ALPHA 2	VIRGIN
4	WORLDWIDE SOCCER '97	SEGA
5	VIRTUA ON	SEGA

SATURN IMPORT TOP 5

1	FIGHTERS MEGAMIX	SEGA
2	VIRTUAL ON (WITH JOYSTICKS)	SEGA
3	VIRTUA COP 2	SEGA
4	DIE HARD ARCADE	SEGA
5	BOMBERMAN	HUDSONSOFT

PLAYSTATION U.K. TOP 5

1	WIPEOUT 2097	PSYGNOSIS
2	DESTRUCTION DERBY 2	PSYGNOSIS
3	TOMB RAIDER	EIDOS
4	STAR GLADIATOR	VIRGIN
5	FORMULA 1	PSYGNOSIS

PLAYSTATION IMPORT TOP 5

1	RAGE RACER	NAMCO
2	SOUL EDGE	NAMCO
3	ZERO DIVIDE 2	ZOOM
4	NAMCO MUSEUM VOL.4	NAMCO
5	TEKKEN 2	NAMCO

PC TOP 3

1	QUAKE	GT INTERACTIVE
2	SIMPSONS CARTOON STUDIO	E.A.
3	COMMAND & CONQUER: RED ALERT	VIRGIN

NINTENDO 64 TOP 5

1	MARIO KART 64	NINTENDO
2	WAVERACE 64	NINTENDO
3	KILLER INSTINCT GOLD	NINTENDO
4	MORTAL KOMBAT TRILOGY	GT
5	CRUISIN USA	NINTENDO

MEGA DRIVE TOP 3

1	SONIC 3D	SEGA
2	ISS DELUXE	KONAMI
3	MICRO MACHINES MILITARY	CODEMASTERS

SUPER NES TOP 3

1	SUPER MARIO KART	THE
2	DONKEY KONG COUNTRY 3	THE
3	TETRIS ATTACK	THE

ARCADE TOP 5

1	VIRTUA FIGHTER 3	SEGA
2	X-MEN VS. STREETFIGHTER	CAPCOM
3	GTI CLUB	KONAMI
4	SEGA TOURING CAR	SEGA
5	SAMURAI SHOWDOWN 4	SNK

TOP 10 CHRISTMAS WISHES

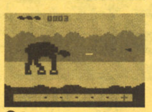
1. WORLD PEACE
2. EVERY DAY TO BE A 'DISNEY' DAY
3. 'CHITTY CHITTY BANG BANG' ON TV
4. TO HEAR FATHER CHRISTMAS' SLEIGH BELLS
5. MINCE PIES (BUT NOT FOR TOM)
6. FOR ED TO BE A REAL BOY
7. STEVE McQUEEN TO CLEAR THE FENCE
8. CHOCOLATE COINS (ED)
9. MORE MINCE PIES
10. A LONGER HOLIDAY

Dave Kelsall's Retro Computer Cabin

Phew! What with the brilliant HMV retro exhibition, my anniversary T-shirts and this months awesome book by Paul Glancey, retro fans have never had it so good. In fact old games are getting even harder to find as more and more people are snaffling up retro bargains. Nevertheless the MicroGoblin's hunted down some real treats for you this issue!

Now I'm sure that all you Star Wars fans are looking forward to reading about the new N64 *SHADOWS OF THE EMPIRE* game due for release around Christmas, but in the meantime there's a Banthaload of old stuff to get through. Of course there's the 'seminal' vector-based arcade and computer versions—apart from poor old Return Of The Jedi that ended up as pseudo-3D thing. But what I've been sniffing around after is the stuff that Parker did on the Atari 2600, Phillips Videopac and Mattel Intellivision. *THE EMPIRE STRIKES BACK* was based on the classic battle scene over the planet Hoth and required you to pilot your snowspeeder into battle against the gigantic Imperial Walkers. The aim of the game was to knock out all five walkers before they blew up the power generators at the rebel base. *JEDI ARENA* on the other hand was the first video game that gave the player control of the light-saber as you moved the paddles around to deflect a droid thingy onto your opponent. All Star wars games are worth collecting for the added bonus that some daft fan is bound to offer you a fortune for anything that bears the 'holy' licence. (Yes... me.)





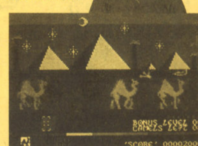
Snap 'em up quick cos STAR WARS fever is about to set in.

Get hold of the Intellivision 'Talkies', cos they sound ace!

it talks!

I'm going to quickly mention *SPACE SPARTANS* which is one of the rare games that made use of the Intellivision's *Intellivoice* Voice Synthesis add-on. It's a pretty standard *STAR RAIDERS* type affair but the speech is briiiiiliant and well worth buying the cart for (if you can find one). Male and Female computer voices warn of impending doom and respond to keypad entries concerning the ships status etc... What I love the most is that the voices sound really rough and computery and not just a pooey old sample. By the way, *Intellivoice* came bundled with all machines during its demise and are quite cheap to pick up nowadays.

It's a sin that I haven't mentioned at least one Jeff Minter game yet, as he designed some of the most acclaimed Atari and C64 games of their time. Apart from his most famous games *ATTACK OF THE MUTANT CAMELS, IRIDIS ALPHA* and *SHEEP IN SPACE*, I was always a fan of *BATALYX*. It's basically a collection of five games – *HALLUCIN-O-BOMBS, AMCII, THE ACTIVATION OF IRIDIS ALPHA BASE, CIPPY ON THE RUN, SYNCHRO II* and a pause mode that contained a simple form of *PSYCHEDELIA* – a light synthesiser. I won't bother explaining the scenario as with all Minter games it's best to just play it. Be prepared for the full contingent of mad shoot em up mayhem and weird sheep/Llama action that was the basic ingredient in most of his games, and don't blame me if you're disappointed! You either loved or loathed a Minter game! Jeff went on to write a load of ST games and a couple of years back programmed *TEMPEST 2000* for the Atari Jaguar which is THE reason to nip out a pick up a machine while they're going cheap! Talking of Jaguars-I just can't understand that with such a briiiiiiiiiliant back catalogue of games, Atari have released hardly any for the Jag. Imagine a machine that let you play arcade perfect conversions of *720˚, ROAD BLASTERS, MARBLE MADNESS, STAR WARS TRILOGY, INDIANA JONES, I ROBOT, XYBOTS, MOON PATROL, CRYSTAL CASTLES, PAPERBOY* etc... I'd buy ten!!!



Jeff Minter loves Llamas! He used to keep one in his back yard.

In 1985 EA/Ariolasoft released a load of Construction Set games for the Commodore 64 and I had the good fortune to pick up a couple at a recent car boot debacle. *RACING DESTRUCTION SET* is a brilliant split-screen computer slot car racing set for two players. There are 19 worldwide Grand Prix circuits built-in, as well as 8 vehicles to choose from, including a stock car, a lunar rover and a dirt-bike. All this and an easy to use construction set that lets you create your own racetracks complete with jumps, hairpins, hills, ice and dirt AND the ability to unleash weapons on your opponent in two player mode AND four superb environments including pop art and moon craters AND oh, just loads of brilliant things that I don't have enough space to spurt on about. If anyone wants to flog me the disk version then the dosh is waiting cos my cassette multiload version is a real nightmare. This game MUST be updated and released EA... it would be awesome! The other title I picked up was *PINBALL CONSTRUCTION SET* that lets you easily design your own pinball tables via the really cool icon driven menus. The two examples that come with the package are *DAVID'S MIDNIGHT MAGIC* and *NIGHT MISSION* that show off what can be done if you put in a bit of effort. Other titles I recommend you look out for are *ADVENTURE CONSTRUCTION SET* that lets you create your own graphic adventure and *MAIL ORDER MONSTERS* where you get to create your own monsters, add weapons and supplies and send them into battle to fight with other computer monsters or a friend's. AWESOME eh!



RACING DESTRUCTION SET even comes with 50 ready-made tracks. A few of which are based on real circuits.

Before I go I must mention that if you're lucky enough to have cable TV, go to the games bit in the main menu and load up *Q*BERT* cos its a pretty faithful conversion!

WIN A COPY OF WILLIAM'S ARCADE CLASSICS!

Here's your chance to win a free copy of WILLIAM'S *ARCADE'S CLASSICS* courtesy of GT Interactive. This is **THE** release that will finally make me buy a PlayStation this Christmas. It's awesome, cos not only to get to play arcade perfect copies of some of the greatest games ever made but you also get to snoop around all the original art and listen to the programmers having a natter about the good old days. I put this down as **a flippin' essential purchase**, but if you answer this question you might get a free one!



Q: Complete this famous war time song – "Lets all go down the Strand...

A: Av a cup 'o' tea.

B: Av a quick game of '*FELIX IN THE FRUIT FACTORY*' by Micropower on the BBC Model B.

C: Av a banana.

Send your entries to "THE GOBLIN" at the usual address. (P.S. Back to the old 'Car boot tat compos' next issue).

CABIN FREEPLAY CLASSIFIED

FOR SALE

"RETROGAMES" FANZINE AND GAMEFINDER SERVICE: PHONE 0181 203 8868.

SIMON GREEN (NOW A REGULAR IN CLASSIFIEDS) HAS A BURGEONING COLLECTION OF VINTAGE ARCADE PCB'S FOR SALE. IF THERE'S A GAME YOU WANT, THEN I BETCHA SIMON WILL FIND IT (EVENTUALLY). TEL: 0973 720312 OR 01952 242097 FOR MORE DETAILS.

THE GOBLIN NEEDS YOU: DO YOU HAVE A SHOP SELLING OLD COMPUTER GAMES AND STUFF OR HAVE YOU WRITTEN A FANZINE ABOUT OLD COMPUTER AND VIDEO GAMES. IF SO SEND ME YOU'RE DETAILS OR FANZINES AND I'LL ADVERTISE THEM HERE.IN THE CABIN. I'M ALSO VERY INTERESTED IN TRACKING DOWN OLD BOOKS, LEAFLETS OR PHOTOS OF OLD ARCADE, VIDEO OR COMPUTER GAMES TO HELP FILL OUT MY COLLECTION AND ANY GAMES THAT ARE CONNECTED WITH STAR WARS E.G. LUCAS ARTS NIGHTSHIFT, PARKER BROS STAR WARS (ANY FORMAT). OH, AND ANYTHING YOU RECKON IS RARE OR INTERESTING! TOP PRICES PAID BY THE WAY BUT ITEMS MUST BE BOXED AND IN GOOD CONDITION. SEND ANY LISTS TO DAVE KELSALL AT THE ADDRESS AT THE FRONT OF THE MAG OR GIVE ME A RING.

Winner of the Spectrum Compo is Deri Blenkin from Oswestry, Shropshire.



This month it's Christmas, and the tips are getting fat. We've got some amazing new cheats for top games, including one to play as different animals in *WipeOut 2097*. Please write to tell me about more tips, as I don't think I'll get many for Christmas. Seasons Greetings, friends!

Send your tips, cheats and players guides to:

TIPS SECTION,
CVG MAGAZINE,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON, EC1R 3AU.

PLAYSTATION

DIE HARD TRILOGY

Here are passcodes for each game to warp you to the very last stage of each. An underscore "_" means a space.

DIE HARD

- **B42_RJ498VGPC**
- **7S8DVXY2P2NB5**
- **8P2NBKB58P2PB**
- **PB58P2NBKB58J**

DIE HARDER

- **N_1B58Y3N2JB1**
- **85_N2JHHXP2NZ**
- **JB_76LXXNV195**
- **4N2JB185_N2J_**

DIE HARD WITH A VENGEANCE

- **9M24LMLG9P6NV**
- **MBF9P6QJWBC9T**
- **6NW8V2YX72L82**
- **C89248C9MQZN_**



These cheats are easier to remember if you exchange the button names for letters.

- **Triangle** **A**
- **Square** **E**
- **Circle** **O**
- **Cross** **X**
- **Up** **U**
- **Down** **D**
- **Left** **L**
- **Right** **R**

All of the cheats should be entered when the game is paused and you are holding the R2 shoulder button.

DIE HARD

- **Skeleton Mode** **AAAAAAAAAARRRR**
- **Silly Mode** **DOODAD**

DIE HARDER

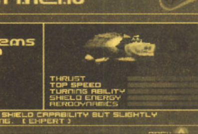
- **Fergus Mode** **ODDEXE**
- **Skeleton Mode** **DEAD**

DIE HARD WITH A VENGEANCE

- **Flat Shade Mode** **DULLDULLDULL**
- **Fat Mode** **LARD**
- **Fergus Mode** **ODDAXE**







CRASH BANDICOOT

We held on to this code for a month, as we thought it would just ruin the game for those who've just bought it. We're printing it now, but still recommend that if you want to get maximum enjoyment out of the game you play it properly yourself and don't enter this code. It gives you 100% of everything – levels, gems, and keys.

- **TTTTXSTT**
- **TTSXTCTT**
- **TCSTXXXX**







WIPEOUT 2097

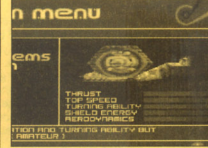
These cheats will RUIN THE GAME for you! DON'T USE THEM if you want to get your money's worth from it! At any time when in the menu screens, hold **L1+R1+Select** and press these buttons in the right order:

- **Race Easy on all Tracks SCTCS**
- **Access Piranha Ship XXXXCTS**
- **Access Phantom Class TTTCCC**

These cheats should be entered when the game is paused, and you're holding L1+R1+Select:

- **Gain Minigun!** **SCXSCXT**
- **Infinite Weapons** **XXSSCCT**
- **Infinite Energy** **TXSCTXSC**
- **Infinite Time** **TSCXTSCX**

And as an added bonus, hold **R2+L1+Select+Start** at the beginning until the title screen with Press Start appears. The aircraft will all turn into animals (see below!!).





STAR GLADIATOR

To fight in the dark, hold the **L2 and R2** buttons before a fight starts. Either do this once you've selected a character, or in between fights. You can just see what's going on, but the arena will light up whenever you hit the other person.

FORMULA 1

To access the hidden track without playing the championship through, select an Arcade Mode race and go to the screen where you choose between Practice, Qualify and Race.
Now hold Select and press Left, C, C, T, T, C, Up, Right.
Start a race, exit, and start another to find the hidden track!

FINAL DOOM

These passwords come from **Ben Allard in Tunbridge Wells**. Thanks Ben.

VIRGIL	**NFG36PDSMP**
CANYON	**SZB8HT99RT**
COMBINE	**PDJ!CMCMMM**
CATWALK	**2S5R!4TV20**
FISTULA	**4WDMNPW735**
GERVON	**SGVKYSHN8!**
MINOS	**DR4V13DSGY**
NESSUS	**8DJSM3B864**
PARADOX	**FR4212GCGJ**
SUBSPACE	**J376Y6WCCF**
SUBTERRA	**52FGQGJ597**
VESPERAS	**LOW!9X7TQS**
SYSTEM CONTROL	**7VGPYSMS46**
HUMAN BARBEQUE	**9DJPYQP964**
WORMHOLE	**QT62Z822JG**
CRATER	**2GBNTJHP9!**
NUKAGE PROCESSING	**YWHQXB6465**
DEEPEST REACHES	**FWOXD3PQLN**
PROCESSING AREA	**PN9OTFFJFL**
LUNAR MINING PROJECT	**HZV7KHS7RT**
QUARRY	**!!PJ5XOHOZ**
BALLISTYX	**GZV9!MRPST**
HECK	**BKY87NR!RQ**
CONGO	**N8411QGDGJ**
AZTEC	**FHW!GBQQQS**
GHOST TOWN	**M!6YNR9CJG**
BARON'S LAIR	**VOCTSTT5!9**
DEATH DOMAIN	**WGBST9R58!**
ONSLAUGHT	**SN9YMFFCCC**

RETURN FIRE

These short and simple codes give you loads of levels to play on. To get over 100 one-player levels, enter **Smiley Face, Bird, Heart, Clover**. For around 90 two-player levels, enter the code **Smiley Face, Bear, Rabbit, Flower**.

ANDRETTI RACING

To get the extra car, pause the game during ny race and go to the Race Strategy option. Now press and hold the **L1+L2+R1+R2+X+C** buttons. The option should appear.

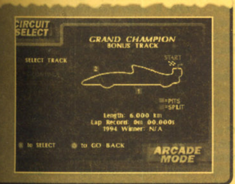
ROBO PIT

To access a stage select, go to the game menu and press **R1+R2+L1+L2** at the same time. The message "Stage 52" should appear above the robot's head for you to change.

WILLIAMS ARCADE'S GREATEST HITS

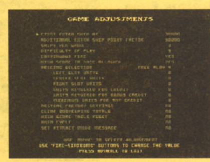
You can access the original arcade configurations for each of the games simply by pressing and holding **L2+Select** during the game, in case you didn't already know.

Also, if you go to the PlayStation CD player and listen to **track 2** on the disc, you'll hear loads of *Mortal Kombat* sound effects. Amazing!



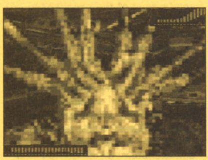
SIM CITY 2000

To award yourself a million credits, wither start a new city or load an old one. Now go to the City Info/Budget



menu, **hold R1 and press X, C, T, S, then release R1. Now hold L1 and do the same. Then repeat the process with R2, then L2** and you'll hear a cheering noise as you finish. You'll now the 1,000,000 credits!

SATURN



ALIEN TRILOGY

All of these cheats should be entered as passwords to get the cheat modes. You'll notice that certain letters have been replaced with others, or with numbers as the Alien Trilogy password screen doesn't have all of the letters of the alphabet.

- **FLYTOxx** Replace "xx" with the level number you want to play on.
- **FVNKYG1BBON** Invincibility.
- **F1SH1NGFORGVNS** All weapons.
- **F1LLMYPOCK1TS** Maximum ammo.

WORLD SERIES BASEBALL 2

In Homerun Derby mode, press the **R button** when the ball is in the air to change the camera view.

SEGA AGES: OUTRUN

To get a secret Cornering option which lets you increase your grip, hold the **A+C** buttons and go into the options menu. It should just be there for you.

To turn it into an even more accurate arcade mode, press and hold **A+C+Start** on controller 2 when the Sega logo appears at the start. Now you can "insert coins" by press the **L button** on controller 1.

MADDEN NFL '97

When you turn the PlayStation on with the game in, hold the **L1+R1** buttons and you'll get to see the animations from the game.

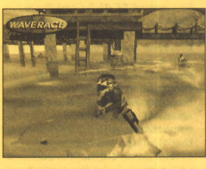
To get random team select, choose an Exhibition game and on the select screen hold **L2+R2**. If you're lucky, you might even get one of the special teams.

To get some of the special teams, enter the user ID of **"TIBURON"** to get the All 50s, 60s, 70s, and 80s teams, plus All-Madden and Tiburon teams.

NINTENDO 64

WAVE RACE 64

To ride on the dolphin in *Wave Race*, follow these instructions. Choose Score Attack mode on the Dolphin Park course, then perform every stunt and go through every ring on the first lap. That means doing the handstand, standing up, riding backwards, a backflip, a L-R flip, a R-L flip, and a dive bomb (diving under the water). If you do these and go through every ring, you'll hear the dolphin squeaking when you cross the finish line. Now start a championship in Normal mode and select the practice course. One the machine select screen, hold **Down** while selecting a rider and you'll be on the dolphin! You can't actually race on it, though.





WE'RE STUCK!

If you're having trouble with a game and have reached a dead end, tell us about it. Who knows, we may be able to help if we've got enough room in the mag. Write to:

I'M STUCK!
CVG,
Priory Court,
30-32 Farringdon Lane,
London,
EC1R 3AU.

Dear CVG,
We want to know how to get the Furball on *Zero Divide* and how to access the secret game.
Yours Faithfully,
Steven Banawich.

CVG: To play as Neko the Cat, you need to complete the game as both X-Tal and Zulu. To access X-Tal, you have to finish the game on Normal or Hard mode without continuing; and to access Zulu you need to complete the game with every one of the regular characters.
To get the secret game of *Tiny Phalanx*, hold **Start and Select** on controller 2 when turning on the machine. You'll go straight to the secret game.

Dear CVG,
I'm stuck, please tell me these *MK* moves for the MegaDrive.
1. Liu Kang's hidden fatality in *MK1*.
2. Sub Zero's snowball fatality in *MK2*.
3. Kung Lao's hat throw fatality in *MK2*.
4. Nightwolf's lightning axe fatality in *MK3*.
5. Stryker's stun rod fatality in *MK3*.
Cheers lads,
Stephen McKenzie, Keith.

CVG: 1. If Liu Kang has got a real hidden fatality, it's too hidden for us.
2. (Full screen) **Hold LP+press B, B, D, F, release LP.**
3. (Full screen) **Hold LP+press B, F, release LP**, then guide hat to neck.
4. (Jump distance) **B, B, D, HP.**
5. (Full screen) **F, F, F, LK.**



FREEPLAY FAN

"BAH, HUMBUG!" SPECIAL!

FreePlay Fan is where we print (normally) unedited letters from you to the rest of our readers, giving you the chance to tell everyone else why you love one machine, one company or even one game in particular. This month, lots of people moan about other people's machines, rather than talking about theirs. We start with a letter we'd just love to reply to, but wont. But please, try reading the mag properly, don't take things out of context, and actually PLAY the games before you criticise our reviews. And another thing: it's not a machine's hardware which determines how good a game is, it's how well it's used. Merry Christmas everyone!



C+VG,
After four years of loyalty and enjoyment towards your once fair and exciting magazine I have the misfortune to write in to you in a negative tone. Having purchased the Dec 1996 issue of your magazine I was shocked and outraged to find subtle tones of biased behaviour towards the Sony PlayStation. Sure I've come across them before, but after reading your *Tomb Raider* review I have decided that you have gone too far this time. *Tomb Raider* as you know was programmed by Core: Core stated in an exclusive interview to Edge magazine that the Saturn is far more powerful than the PS at the time the game was being developed. Then how on Earth have you come to the conclusion that PS *Tomb Raider* is superior? Are you saying the programmers are stupid or liars? (because I have revealed such a good piece of evidence showing your true nature your likely not to print this letter so I have sent you a photocopy of the interview).
Also what is all this business of comparing Saturn and PS versions of the same games and writing "it's the same old story the PS kicks ass" what rubbish. All the Capcom 2D fighting games and *Tomb Raider* (I'll rather believe the programmers than a bunch of spotty juveniles in mens bodies who enjoy watching Eurotrash) are far superior to PS. All those PS games such as *WipeOut* and *Destruction Derby, Loaded, Tunnel B1* were straight portovers.
Everyone knows the Saturn's interior is far more complex and difficult to write for than the PS it's the talentless programmers faults not the Saturn's. More importantly you never make such a song and dance about the 2D Saturn titles being better than PS. I see no signs of biased captions and sections with numerous screenshots highlighting the differences in these cases, just comments of "well there's minor, minuscule differences but PS is still amazing" now what does that imply? Also at least these inferior Saturn versions are released unlike PS where *X-Men* and *MSH* were canned. This brings me to my third gripe in your November issue you replied to A Tachihitto's letter that Capcom were correct not to bother with Saturn *Star Gladiator* because the Saturn can't do lighting effects as good as PS. Well I'll agree with you there it can't, but when M Watson wrote in moaning about Capcom not producing 2D beat 'em ups on PS your replied "oh we can't understand this". My God maybe you should be the official PS mag! I'll have you know the Saturn has three thirty two bit RISC chips inside it the PS only has one and whilst the Saturn can't do transparency/lighting as well as PS it is a far more versatile machine and in my opinion technically superior. Again on the subject of power your points about the PS versions of *SF Alpha* and *Tomb Raider*'s sound being better than the Saturn's was total crap! Everyone knows the Saturn's sound chip is far superior to PS's.
Finally I would like to end by commenting on your attitude to recent quality Saturn titles. In your review of *Daytona: CCE* you made comparisons with PS *RRR* and said that that was the right way to extend on an original concept and continued to poke fun at the two extra tracks in *D:CCE* well at least it doesn't contain just one scrappy looking race track and charge £50 for it. Just think if a demo of this game was given away the user would virtually have the whole game! And your negative attitude to the outstanding Saturn RPG *Grandia* of "we've yet to see it running, but so far it looks as good as *FFVII* on PS". And "can Saturn really do this? We want to see it running before we believe it!" is totally unacceptable. All I can say to you is how dare you use the power of the press to fool the public into believing your preferred machine is the more powerful.
Maybe EMAP should have ditched you instead of the excellent MAXIMUM. At least they acknowledged the fact that although there were some terrible looking games on the Saturn it wasn't the Saturn, but the programmers and development kits as the stated in a caption in their preview of the amazing *Panzer Dragoon Zwei* "in the right hands the Saturn is a machine of unmatchable power" quoted from No. 5 rest my case.
Tolouse Montagé, South East London.

Dear CVG,
I've had enough. Nearly every month some big headed Saturn owner slags off the PlayStation. They go on and on about crappy PSX arcade conversions, and how *Virtua Fighter 2, Virtua Cop* and *Sega Rally* are "arcade perfect". I want to ask them something, where is the bridge on Shun's level of *Virtua Fighter 2*? Where is the little yellow line which tells you how far away from the end of a track you are in *Sega Rally*? I admit *Virtua Cop* is brilliant, but not as good a conversion as *Tekken 2*. Not only is nothing missing (even the mirrors in Devil's level), but FMV was added at the beginning and for the ends. Now, on to racing games, *Sega Rally* is good but not as good as *F1* or *WipeOut 2097*.
Well, let me think about the fact that Saturn owners say that *Star Gladiator* is "laughable". Erm, have you played it? I played it at Live 96 (it wasn't even fully complete) and it was excellent. I bet that if it were to be released on Saturn it would sell loads. Oh yes, now on to *X-Men*. So what if the PS didn't get it. Look at the PAL version, Acclaim couldn't be bothered about the borders or the speed.
Before I say sorry to Saturn owners I just want to say *Tobal No. 1* in my eyes is better than many Saturn beat-em-ups (and it's FULL 3D). Oh yes *Final Fantasy VII* (enough said). Anyway, sorry to all you Saturn owners, you have a great machine with some great games (especially *NiGHTS*).
Yours Daz.

CVG/FreePlay Fan,
In response to Stephen Driscoll's letter in FreePlay Fan issue 180, I can only say that "yes", it does take Sega "ages" to get this good. It takes Sony only "one year". Get that. Only one year in the industry and already market-leaders. "Poo" to all those who put this solely down to good advertising. No customer is purely susceptible to good advertising. There has got to be good hardware, good immediate software, good prospects and possibilities for improvement.
Sony had all of these in the PlayStation and that's why it's been a roaring success. It's a pity that some Sega languishers can't take it when their machine is knocked from the console podium in terms of popularity. I suppose they thought they'd have it easy in Nintendo's absence?
Don't get me wrong. I still own a Mega Drive and love the games, but I believe Sega lost all credibility when they knowingly flogged a dead horse, or a few, being the Mega-CD and the 32X. Customers bought these in good faith, only to find out later that they had all been taken in by a

dodgy company who don't keep promises, and weedle cash out of the public with poor products. Admittedly, the Saturn is a sound machine, but do you think its games would be half as good if it didn't have Sony's breath on their necks and the sound of its immense crotch-like purse, jingling in their ears? I don't think so.
So Stephen, the majority of PlayStation releases are crap are they? I would ask you, have you ever really played a PlayStation game, without preconceived bias? There are no more dodgy ones than the Saturn has duff titles. That's a fact, and I don't think that a single PlayStation owner is worried about Namco going off and doing their own thing. By the time the Saturn gets around to receiving its significantly inferior conversion, it's old news anyway. Namco's first "port of call" will always be PlayStation.
Why do you keep assuming that PlayStation owners keep worrying about things? Trouble with 2D games? So what! People bought PlayStations for 3D, because that is the way forward. I wouldn't lose sleep about not getting *X-Men*. 2D beat 'em ups are old hat.
Yes, I think the Saturn could just about cope with *Resident Evil*, but it wouldn't be half as good.
Stick to stereos and TVs you say! Maybe Sega should go back to talking scales!
All Sega owners, me included, should praise and thank Sony for taking the bit between their teeth and yanking it from Sega's mouth, with *Sonic*'s dentures still on the end. Who could possibly knock the likes of *WipeOut 2097*, *Formula 1*, *Tekken 2* and *Resident Evil*, to name but a few.
Third party games, you may say? What does it matter?! Their spiritual home is still on the PlayStation. At this point in Sega's career, they were coming out with the likes of "*Altered Beast*".
Nuff said.
To reiterate. It doesn't take ages. It takes "one year".
Paul Carter, Warrington.

SF2

Dear CVG,
Yesterday. 1992. Cold, unforgiving brick alleyways. Hot women. Cold steel. The brutal, yet satisfying "thud" of a limp body crashing to the ground. "Yoga". Fire. Smoke. Blood. The salt smell of the docks. Chest pains. Ken. Gotta save Ken. Thunder. Lightning. Darkness. Game over...
Game over? Oh, that's right. It was only a game. A video game. A video game that should have been left alone, only to be remembered as a masterpiece. Capcom is losing it. *Street Fighter 2* on its own, is wonderful. *Street Fighter 2 CE* was acceptable. The rest are pieces of crap (*Street Fighter vs X-Men* just takes the p**s). Why couldn't Capcom just leave well enough alone? Why not leave the legend alone? Would Bruce Lee, Elvis Presley, or John Lennon be remembered as the legends they were if they had not died? I think not. Just because the masses still think that *SF2* is great doesn't mean it is. These masses don't know a good thing, just look at the state of the video games market over the last year.
For one moment Capcom should forget about the stupid kid in the arcade who thinks every Capcom game is a masterpiece, just because *SF2* knocked him off his feet. They should forget about that stuff and really think. Think about what they're doing to their image. And next time they come up with a half-assed idea, they should think about pushing it aside, and waiting for a good one. They do come, but Capcom are becoming very poor judges of what a good beat em up is. And think about the new blood. The *Street Fighter* series should have died, only to be left as memories of a legend. Now *Street Fighter 3* will only be another *Street Fighter* game rather than another legend in the making.
Thanks for reading.
From A. Hoyte.



Dear CVG,
I feel that everyone is really underestimating Nintendo with their Nintendo 64.
Nintendo is the only REAL game company, Sega and Sony are far beneath Nintendo.
Even though Sony and Sega have sold rather some of their garbage. The only one with real quality is Nintendo.
No game of either Sony or Sega can compete with any game of Nintendo. Nintendo invented most of all the kinds of games that are around. More precisely... platform games.
If Shigeru Miyamoto had not invented the *Mario* games then there never would be no *Sonic* or *NiGHTS* or *Crash Bandicoot*. They are just bad duplicates. It has been a pity that it took so long for the Nintendo 64 to arrive in Japan and USA... and it still has to arrive around here.
But I predict that in year or so... the Nintendo 64 will sell like hell. More games will come out in the future because everyone is working hard to make them right with the best quality you can ever think of. Then slowly the Saturn will fade into the distance and after that the PlayStation also, with the Nintendo 64 ruling, only it will take a little time... maybe the Nintendo 64 had a slow start with not many games but the future will be bright. Here in the Netherlands... I know no-one who owns a PlayStation or Saturn they all have a SNES. So Nintendo rules around here, I am sure of that. Everyone is waiting for the Nintendo 64. Some don't even know what a PlayStation or a Saturn is. They are too busy playing on the SNES because they don't need something like PlayStation or Saturn.
[*Sorry, but we had to cut bits out of this letter, as it was way too long – it would fill all of FreePlay - CVG*] Blah blah... graphically *NiGHTS* is an ugly mess of colours.... blah... *Mario* is more popular and his Nintendo 64 debut has clear, beautiful graphics with anti-aliasing, z-buffer, mip mapping, etc. *Crash Bandicoot* doesn't have all that it's so basic and un-original...blah blah... *Final Fantasy VII* itself seems very special, I have to admit that, but again it should have been on the N64!
If you are REAL gamers you know that Nintendo is the ultimate game company and you are "REAL GAMERS" aren't you?? (or you really aren't).
Kevin Lottering, The Netherlands.

M2

Dear CVG,
I am writing to you regarding the N64, you know the so-called "Ultimate Super Console" and saviour of console gaming. Almost 18 months late, and countless delays down the line and it just has not lives up to all the hype which surrounded it way back as far as issue 163 June 95. Its performance just isn't that superior as that of the 32-bit machines, especially Sony's PlayStation, and therefore the gap between 32 and 64-bit isn't anything that special and I don't think justifies the delays that Nintendo had to bring the N64 to production.
Also what happened to all the specs of the machine.
Issues 162 & 171:
1. Clock speeds greater than 100 Mhz.
2. Realtime 3D graphics with high resolution 24-bit video and CD quality sound.
3. 3D anti-aliasing textures, with detail of a higher standard ie. HDTV of the future.
Where are these specs now?
Also 100,000 polygons/sec. Wow! The Saturn can do 500,000 and PlayStation reputedly about 750,000. I've been waiting about 18 months for the "Ultra" 64, but now I think I'll just forget it. I'm either getting a PlayStation now or waiting for what seems like a true next gen 64-bit system, yes the un-believable M2! 7 custom graphics and sound processors, 2 IBM 602 main processors, and a whole host of technical specs which will no-doubt blow the Big N's machine out of sight. Roll on M2, a true 64-bit power super console.
S. Clark, Cumbria.

Dear FreePlay,
Nintendo then? I've had a SNES for some time and amongst a load of trash there was some decent software but what's all this tripe about brand loyalty?
The first mention of this super N64 machine sent trouser-rippling shivers down the legs of the new gaming world but what exactly have we got to look forward to? And Nintendo's marketing team! Whose wonderful idea was it to release a game (not even out yet) based on a film shown 18 months ago, ie. *Goldeneye*? Yes, we're hip. Yes, we're with it. Not!
And as for the rest, if I wanted to play *Mario Kart*, *Killer Instinct*, *Pilot Wings*, *Doom* and *Kirby* (for Christ's sake!) I'd do it on my SNES. Some of these games could send a glass eye to sleep! Where's the brave innovation that helped build Nintendo's reputation? Where's the new direction for their brand spanking new machine? If this is 1996, why the hell are we still playing *Mario*? Why!
To all you folks with a treasure chest under your beds throbbing with mounds of glistening dosh, get it out! Spend it! Live for the now! Just pick out your favourite software and buy the machine that plays the most of it. What's stopping you buying a N64 in 12-18 months when the machine is cheaper and you've had the chance to gauge its success?
As for me, I've just bought Sony's little gem but it was a close call, there's no doubt the Saturn is a fine machine. Oh, and last week I thought I'd treat myself and bought one of these new Jaguars. Not an XK8 though but a small black number that cost £19.99. *Tempest 2000* is fair smooth too and well worth a dabble if you want your crumpets of nostalgia to be well and truly buttered. So thanks to Atari, only I seem to be having difficulty picking up birds with this Jag.
Cheers,
Heath Thompson, Warwickshire.



Dear CVG,
I am just writing this letter because I though that it was my duty to warn those people that are tired of waiting for the Nintendo 64 and were planning on buying any other console,
NOT TO!
I recently attended "Live 96" where I was very surprised to see a large Nintendo truck, the queues were massive but it was well worth the wait, I simply couldn't believe that after hearing all the hype, I was finally playing *Mario 64* for the very first time, the memory gets imprinted on you, it was absolutely amazing, and anyone else who has played it will know what I mean. So forget your PlayStations and Saturns, wait until March 1st 1997 and you will truly experience fun.
Saam Hodivala, Billericay.

There you go! If any of these letters have driven you mad with anger, or if you agree totally with them – write in! We're not going to interfere, as FreePlay Fan is simply a bulletin board for you to post your messages to the rest of the gaming world! Just write in to tell everyone what you love about video games, and explain why – simple! But whatever you do, be kind to old ladies and animals at this time of year. Merry Chrimble!

chrizt+maz drawinz wot you dun

Ho Ho Ho, Santa here, come and sit on me knee and I'll tell you stories of magical reindeers and elves!

KEY

Knock something up in a few minutes and you get a special Christmas gift turd. DON'T DO IT!

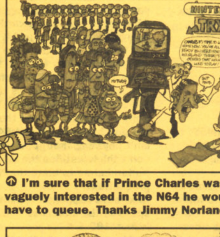
A nice original picture gets a Christmas cracker or a present. Or both. DO IT MORE!

Hopefully this is the only section of the mag you bother looking at. If not, it should be!

After a tough month of compiling the finest drawinz from around the world I've finally got time to put my paws up and appreciate your splendid work. As it's Christmas I thought it would be appropriate to print a selection of festive art, but there wasn't any, so here's the usual stuff.



Thanks to Justin Skinner for this excellent ink drawing. Quite brilliant.



I'm sure that if Prince Charles was even vaguely interested in the N64 he wouldn't have to queue. Thanks Jimmy Norland.



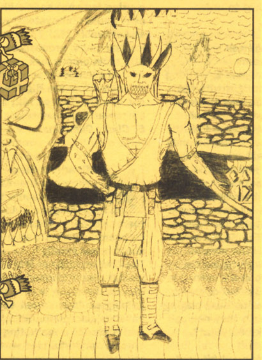
'Beautiful' Ed Lomas up to his normal tricks with the ladies, or so it may seem. Many thanks to Adrian Rebello.



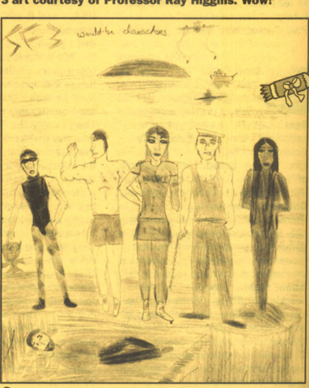
Super-cali-fragilistic-expi-alidocious! *StreetFighter 3* art courtesy of Professor Ray Higgins. Wow!



Thiai Bell-Bodkin is the person to thank for this slightly Satanic depiction.



One of the few pictures to grace our beloved CVG office walls (it covers up the stains). John McMahon delivers the goods.

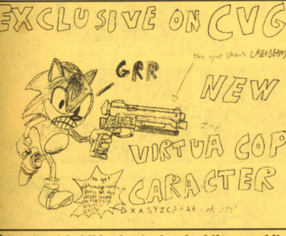


More *SF3* here. What a rough bunch this lot look like! I'd love to see their special moves. Joe Power.





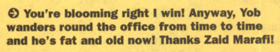
The many movements of mighty Colossus captured on paper by the super Slett Myra. Cheers!



Now I've tried this cheat a hundred times and it just don't work, darn it! Thanks to Martin Johansson.



Superb drawing this, complete with pointy hair and orbs of power! Thanks to Andi Massey.



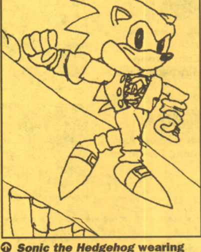
You're blooming right I win! Anyway, Yob wanders round the office from time to time and he's fat and old now! Thanks Zaid Marafi!



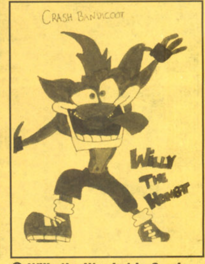
Now if only they'd call it that from the start! Oh well, there's still the sequel. Nathan Thrupp is the one to thank.



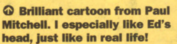




Sonic the Hedgehog wearing Paul Davies' best suit, fantastic. Thanks to Steven Coffin.



Willy the Wombat is *Crash Bandicoot*. Nice work Stewart Colder.

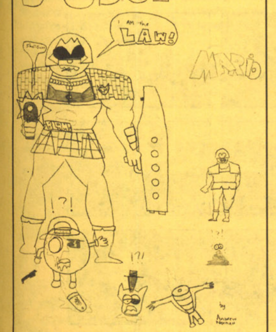


Brilliant cartoon from Paul Mitchell. I especially like Ed's head, just like in real life!

Judge Mario is the law as it this picture clearly states Thanks to Andrew Norman.

No name with this I'm afraid. But you know who you are! (I hope)

Hey! What about Atari? You're forgetting about Bentley Bear! Andrew Lee.








Send 'em in to:

drawinz Wot You dun

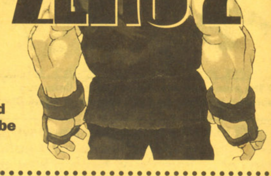
CVG, Emap Images, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Please make sure that your name is clearly printed on the back of your work. I'm sorry that we can't print 'alf the work we get, but we do enjoy looking at it all! Arf!

chriztmaz drawinz Wot You dun

FREEPLAY

THE MASTER'S PLAYERS GUIDE
STREET FIGHTER ZERO 2

With Capcom's premier title now officially released for both Saturn and PlayStation, the time is ripe for a complete players guide. We've taken the new additions to the Zero family and some of the less popular characters and revealed all their fighting prowess to the full. But be warned, this is a MASTERS guide!!

ZANGIEF

Not exactly a combo driven character, Zangers is very much a countering fighter who can grab jumping assailants straight from a block and punish their mistakes heavily with Spinning Piledrivers. Spin, spin, spin!!



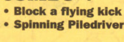
COMBO 1
- **Flying Chest Hair attack**
- **Spinning Piledriver**

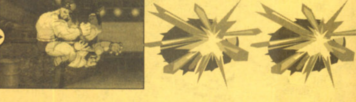
COMBO 2
- **Flying chest Hair attack**
- **crouching med punch**
- **Glowing Glove**
- **Power Bomb**

COMBO 3

- **Flying Chest Hair attack**
- **medium sweep**
- **Final Atomic Buster**

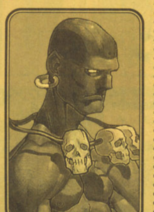


COMBO 4

- **Block a flying kick**
- **Spinning Piledriver**

DHALSIM

Confusing challengers with stretchy limbs and teleportation tricks is the road to Dhalsim mastership. After a heavy dose of stretchy limbs, your opponent will crack under the pressure and will start making big mistakes for you to exploit at your leisure.



COMBO 1
- **Strong Drill kick**
- **Weak crouching punch**
- **Weak Yoga Fire**
- **Strong punch**

COMBO 2
- **weak Yoga Fire**
- **Teleport**
- **Level 3 Yoga Inferno**

COMBO 3
- **Oricom**
- **Yoga Flame**
- **Yoga Blast x10**

COMBO 4
- **strong Drill kick**
- **medium sweep**
- **Level 3 Yoga Inferno**





SAKURA

The High School student with the blazing red panties is very much a wait and see character that specialises in big hitting combos with huge recovery times. Learn to be patient and you're well on your way to becoming a Sakura master.



COMBO 1
- Jumping strong punch
- Uppercut
- Strong Sakura Dragon

COMBO 2
- Jumping strong punch
- Crouching med punch
- Level 3 Spring One Season

COMBO 3
1. Jumping strong kick
2. Strong sweep weak
3. Med Hurricane kick
4. Strong Sakura Dragon
5. Oricom
6. Hurricane kick
7. Strong Hurricane kick
   - or taunt

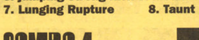
COMBO 4
- Jumping strong punch
- Weak sweep
- Level 1 Vacum Fist
- Level 2 Confusing Sakura

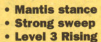
GEN

Gen has a huge advantage in that he can switch between two stances with ease. Combine this ability with his devastating Super Combos and speedy attacks and you've got a warrior that can dispatch opponents in a drop of a hat.

COMBO 1
- Crane stance
- jumping strong kick
- medium sweep
- strong Leg Thrust

COMBO 2
- Mantis stance
- jumping strong kick x 2
- crouching strong punch
- Rolling Palm Strike





COMBO 3
1. Crane stance
2. jumping strong kick
3. Weak sweep
4. Level 2 Death Point
5. jumping strong kick
6. Medium sweep
7. Lunging Rupture
8. Taunt



COMBO 4
- Mantis stance
- Strong sweep
- Level 3 Rising Leg Throw

SAGAT

Sagat may seem like a clumsy fighter with not much going for him but in fact, he's a combo master with the ability to link specials with Super Combos!! Try not to use his Tiger Shots too often, as it leaves Sagat open.

COMBO 1
- Jumping strong kick
- Crouching med punch
- Strong Tiger knee

COMBO 2
- Jumping strong kick
- Weak sweep
- Tiger Knee

COMBO 3
- Jumping strong kick
- Weak sweep x 2
- Level 1 Tiger Raid
- Strong Tiger Blow



COMBO 4
1. Oricom
2. Strong sweep
3. Weak Tiger Knee x 2
4. Medium Tiger Knee x 2
5. Strong Tiger Knee x 2
6. Strong Tiger Blow



SHIN GOUKI

Speed, power, and special moves, Shin Gouki has the lot! Don't just attack with constant stream of double aerial fireballs, but fight with style and try to vary your combos for a more successful bout.



COMBO 1
- Double aerial fireball
- Weak sweep
- Med Hurricane kick
- Strong Dragon punch






COMBO 2
- Double aerial fireball
- Jumping strong kick
- Medium sweep
- Firecracker



COMBO 3
- Jumping Oricom
- Aerial fireball S.C.
- Weak Dragon punch x 2
- Weak Hurricane kick x 2
- Strong Dragon punch



COMBO 4
- Weak Hadoken
- Teleport (3 punches)
- Firecracker



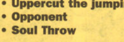



ROSE

Rose is now a very versatile competitor who has a combo for any situation. Try to frustrate you opponent by keeping him at bay with Soul Reflects and Soul Sparks, and when he makes a mistake, destroy him with one her massive combos!



COMBO 1
- Zero Counter with punch
- Uppercut
- Strong Soul Spiral





COMBO 2
- Uppercut the jumping
- Opponent
- Soul Throw





COMBO 3
- Soul Illusion
- Jumping strong kick
- Crouching weak punch
- Uppercut
- Strong Soul Spiral
- Taunt




COMBO 4
- Oricom
- Soul Spiral x 8
- Uppercut • Soul Throw



ROLENTO

Trickery and speedy attacks are Senor Rolento's forte. Practice until all of the Final Fight boss' special jumps have become second nature and much pipe-based punishment will be unleashed on to your opponents' backsides.



COMBO 1
- Jumping strong punch
- Crouching med punch
- Pipe Swirl x 3








COMBO 2
- Jumping strong punch
- Weak sweep
- Knife throw

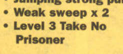







COMBO 3
- Jumping strong punch
- Weak sweep x 2
- Level 3 Take No Prisoner

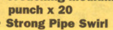









COMBO 4
- Jumping strong kick
- Oricom
- Crouching medium punch x 20
- Strong Pipe Swirl









As a bonus, here's a little morsel of Super Combo tomfoolery for some of the 'regular' characters in the game.

CHUN LI

COMBO 1
- Level 1Thousand Rapid kick
- Level 1 Power Storm
- Level 1 Kazan Rising Heaven Kick

ADON

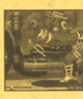


COMBO 1
- Oricom
- Strong sweep
- Weak Rising Jag' knee x4
- Weak Jaguar kick x2
- Strong Rising Jaguar knee

BIRDIE

COMBO 1
- Flying Chest Hair attack
- Medium sweep
- Level 3 Blue Revenger with punches

SODOM






COMBO 1
- Jumping strong kick
- Slide
- Level 3 Tenchushatsu

VEGA







COMBO 1
- Jumping strong kick
- Medium punch
- Level 3 Psycho Crusher

CHARLIE



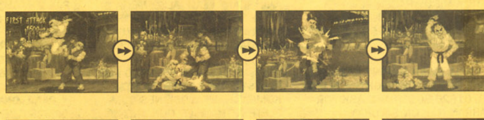
COMBO 1
- Jumping strong kick
- Weak sweep
- Level 3 Somersault Justice




GUY

COMBO 1
- Jumping strong kick
- Medium sweep
- Oricom
- Weak Bushin Hurricane x2
- Strong Bushin Hurricane x2
- Strong punch x2
- Bushin Elbow

KEN



COMBO 1
- Cross up medium kick
- Medium sweep
- Level 3 Shinryuken
- Taunt

RYU







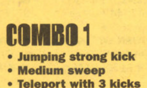
COMBO 1
- Jumping medium punch
- Strong punch
- Level 3 Vacum Hurricane kick • Taunt

DAN



COMBO 1
- Medium kick cross up
- Crouching weal punch x2
- Strong punch
- Level 3 Gale kick

GOUKI EVIL RYU


COMBO 1
- Jumping strong kick
- Medium sweep
- Teleport with 3 kicks
- Firecracker

CHRISTMAS CLASSIFIED

GAMES

• **SWAP TEKKEN FOR ANY RECENT PS GAME** (EG. GUNSHIP, RESIDENT EVIL, PUZZLE BUBBLE, ETC.) ASK FOR WAHID, THURSDAY/FRIDAY (10AM-1PM) 0171 323 1090.

• **SPECTRUM TAPES FOR SALE.** PLENTY OF CHOICE. SEND S.A.E. TO 89A COBBOLD ROAD, LEYTONSTONE, E11 3NS.

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• **MEGA DRIVE GAME FOR SALE** ONLY £7.00, WORTH £30.00. BARGAIN EXCELLENT CONDITION. 01274 502435.

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• **PLAYSTATION GAMES FOR SALE**, TEKKEN, THUNDERHAWK 2, ADIDAS SOCCER, DESTRUCTION DERBY, RIDGE RACER REV, FIFA '96, LOADED, TOTAL NBA, ALONE IN THE DARK. £20-£25 EACH ONO. 01450 374636.

• **I WILL SWAP JOHNNY BAZOOKATONE FOR STREET FIGHTER ALPHA.** TEL 01626 56119 AND ASK FOR DARRAN (ALL ON SATURN).

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CONSOLES

• **SPECTRUM RUBBER KEY OR SPECTRUM+ OR ORIC 1** WITH POWER SUPPLY, MANUAL, POSTAGE. £30 EACH. 0181 539 7260 (DAYTIME).

• **SEGA MEGA DRIVE/CD 2, 4 CONTROLLERS**, 2 LIGHT GUNS, 12 GAMES, BOXED AS NEW, IDEAL PRESENT, £160 ONO, VGC. TEL 01785 850629.

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• **ORIC 1 £30. SPECTRUM 48K (BOXED), VIC 20 (BOXED)**, ALL INCLUDE MANUALS, POWER SUPPLIES AND PACKAGE AND POSTAGE. TELEPHONE 0181 539 7260 (DURING THE DAY).

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• **MEGA DRIVE AND 32X GEAR**: 32X=£50, LOADS OF MEGA DRIVE GAMES FOR SALE AND 32X GAMES AND EQUIPMENT. PHONE KEITH FOR PRICE LIST. 01895 255043.

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• **PS FOR SALE 7 GAMES**, 1 DEMO, GAMES INCLUDE RES. EVIL, RRR, SFA, 2 PADS, MEMORY CARD, LINK-UP CABLE, £275 ONO. 01782 710671.

• **PLAYSTATION WITH RESIDENT EVIL, WIPEOUT, 2 CONTROL PADS** & 6 DEMO DISCS ONLY £160 OR SWAP FOR SATURN. 0181 220 6274.

• **FOR SALE SUPER NINTENDO WITH 2 PADS + 7 GAMES.** GOOD CONDITION £90. 01942 208161.

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• **NINTENDO 64, PILOT WINGS AND AV CABLE.** BRAND NEW, BOXED, JAPANESE SALES RECEIPT. £340. PHONE 01843 591042 (EVENINGS).

FREEPLAY HIGH SCORES

Our High Scores section is picking up now. We're not going to let it take over the whole of FreePlay, but please send in any scores you're proud of. We especially want scores for recent releases, and want to know if you can beat these Japanese scores for *NiGHTS*.

TRACK AND FIELD (PS)

While we don't want any more of your scores for *Track and Field*, we thought you might like to see a few from top Japanese players. These aren't necessarily the best ever in the world, but they'll give you something to beat.

110m Hurdles	7.54
Long Jump	12.33
Shot Put	29.60
Javelin	118.56
100m Sprint	6.86
Triple Jump	22.47
100m Freestyle	36.93
Pole Vault	8.53
Discus	93.66
High Jump	2.87
Hammer	110.25

WAVE RACE 64 (N64)

Martin Brannigan (M.B) from Warley, West Midlands was the first person to send in *Wave Race* lap records. They're not all that amazing (we can beat most of them ourselves) but they're good enough to get you all started. Thanks Martin.

Sandy Beach	
Best Lap	0'22"058
Best Race	1'08"740
Sunset Bay	
Best Lap	0'24"174
Best Race	1'14"535
Milky Lake	
Best Lap	0'25"631
Best Race	1'19"154
Marine Fortress	
Best Lap	0'26"459
Best Race	1'26"984
Port Pirate	
Best Lap	0'30"351
Best Race	1'34"130
Castle City	
Best Lap	0'30"621
Best Race	1'33"817
Cool Wave	
Best Lap	0'30"869
Best Race	1'38"055
Southern Island	
Best Lap	0'27"839
Best Race	1'29"521

CHAMPIONSHIP MANAGER 2 (PC)

1,215,247 Performance Points
Simon Pulman, Gerrards Cross

TEKKEN 2 (PS)

26 Wins (Law) **Gregory Nichols (GSN), Lancs.**

NiGHTS (SAT)

If you want a real score challenge, try taking on some Japan's best gamers! Here are a set of top scores by Japanese games journalists from various Nintendo 64, Arcade, PlayStation and Saturn magazines. In case you find some of them hard to believe – we've seen proof, and they're for real! If you can beat any of these, we'd like to know!

Spring Valley	569,360
Splash Garden	660,640
Mystic Forest	714, 120
Soft Museum	1,032,540
Frozen Bell	804,000
Stick Canyon	789,240

CENSORED

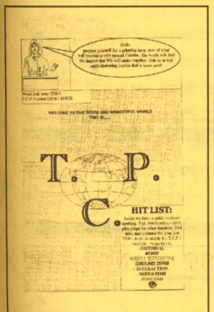


▲ **We have attempted to disguise this reader's identity to avoid embarrassment. While his *Tekken 2* survivor score isn't terrible, Mike can beat it.**



▲ **We've got some best lap times, but we want some stunt records. Try to beat Jaime's 19800 on Milky Lake.**

FREEPLAY FANZINES



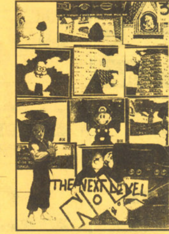
Issue Zero of TCP is a fanzine covering absolutely everything in the world, including games. It's great.

This month's fanzines are particularly good. **TCP** costs 55p including postage costs, and can be got by writing to: T.C.P., 6 Cheviot Close, Ramlease, West Swindon, Wiltshire, SN5 9QD. Issue Zero is very promising, and we look forward to seeing later issues. Thanks to editor **Andrew Mehta** for sending it in.

The Next Level covers video games, and video games only. It's put together by **Mike Kelly** and is very well written, packing in info gathered from all over the place, as well as reviews by Mike himself. There's also loads of artwork, plenty of screenshots and is overall very good fun. We don't have the address, but will hopefully print it next month.

Power Computers covers every games system, and is very well written. Write to: Power Computers, 5 Elm Avenue, Eastcote, Ruislip, Middlesex, HA4 8PE.





The Next Level is a video games fanzine almost entirely done by Mike Kelly. It's always packed full of pictures and info, and all for only 30p! In issue 3, *Mario 64* scores 100%! Well done Mike, but please send us your address again. We lost it.



Power Computers is great. It may not look all that special, being printed on plain A4 paper, but is a good read. The reviews say what a game is better or worse than – *Fighting Vipers* is only just worse than finding £1,000,000 in your pocket! Crikey!

WRITE FOR FREEPLAY

Ho ho ho! Unfortunately, just like Christmas itself, FreePlay has to come to an end. But never fear, you've only got one month to wait for the next issue! If you've got a contribution for FreePlay, send it in! And if you've got an idea for a section we could create in FreePlay, send that in too! Who knows, with all the magic in the air at this time of year, your wish may just come true!

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, CLASSIFIEDS, FANZINES, ETC.)

FREEPLAY
COMPUTER AND VIDEO GAMES,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON, EC1R 3AU



HIGH SCORES

Look, it's Christmas. That means you've got time off work/school/whatever to play games! Spend the Christmas period sitting in front of your new game, eating lots of food, and racking up massive high scores. Then send them to FreePlay and let the world know you're the best!

MOST WANTED

You've got what you wanted for Christmas, but we want to know what you want for NEXT Christmas! Even if it's something that hasn't been confirmed for release, let us know the top three things you're most looking forward to, whether they're games or machines.

ART

You've seen the drawinz displayed by Hunter every month, and you've no doubt wished that you could have your art in FreePlay too. Well you can! Just send in an imaginative drawin and if Hunter likes it, he'll put it in the mag! You might even get awarded a bone!

TIPS

For Christmas, Ed's hoping for loads of tips. Help a young lad's dreams come true by giving him that most precious of gifts: a good cheat. And if you feel really kind, send him any sort of tip you find all year.

CLASSIFIEDS

It's Boxing Day, you feel ill from eating too much, and you're fed up because someone bought you *Rise of the Robots 2* yesterday. Pick up a pen, fill in the form below, post it to us, and relax. Happy New Year!

FANS!

Why do you think one games machine or company is better than another? What do you love most about them? Write to FreePlay Fan and we'll print your unedited letter for everyone to see! Just don't blame us if they all write to complain!

FANZINES

If you're looking at CVG and thinking that you could do something better, have a go! If you've made a fanzine about anything at all, send it to us and we'll mention it in FreePlay!

PLEASE TICK
(THE RELEVANT BOX)

FOR SALE	TO SWAP
☐ CONSOLE(S)	☐ CONSOLE(S)
☐ GAME(S)	☐ GAME(S)
☐ OTHER	☐ OTHER

NAME ....

ADDRESS ....

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.... TEL NO. ....

TO BE PRINTED YES/NO? (DELETE AS APPROPRIATE)

CONTRIBUTION IN NO MORE THAN 25 WORDS

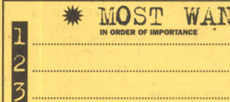
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computer and video games

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MOST WANTED
IN ORDER OF IMPORTANCE

1 ....
2 ....
3 ....

WRITE FREEPLAY FOR US!

FREEPLAY